

MAGICAL POPFUL MAIL FANTASY ADVENTURE

THE OFFICIAL STRATEGY GUIDE



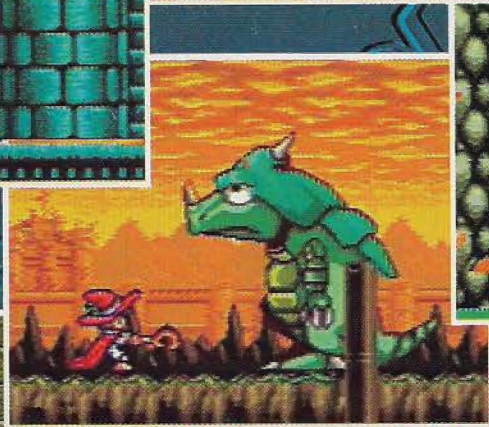
by J. Douglas Arnold & Brian Goss

Full walkthrough for the Sega CD role-playing adventure!
Complete maps for every room in full color!

MAGICAL POPFUL MAIL FANTASY ADVENTURE

THE OFFICIAL STRATEGY GUIDE

- The hottest new adventure/RPG for the Sega CD from Working Designs!
- Full color maps of every room!
- Hundreds of full color screen shots!
- Complete walkthrough of the entire adventure!
- Combat strategies for every enemy and boss!
- Full list of items and weapons!
- Written with the full cooperation of Working Designs!



\$16.95

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Brian Goss is the publisher of "The Guru" fanzine. He also contributed to 3DO Games Secrets.

ISBN 1-884364-18-7



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INTRODUCTION

In June 1994, the popular gaming magazine *Die Hard Game Fan* previewed the Japanese version of *Popful Mail* and lavished it with praise, saying "This is a near perfect action RPG. Will *Popful Mail* make its way to the States? I wouldn't hold my breath. There's quite a bit of Japanese text and dialogue, and that deters most U.S. developers. The only company currently doing well with such conversions is Working Designs. Who knows, just maybe they'll add this to their winning line-up. Games like *Popful Mail* are what is needed to keep the Sega CD alive."

Game Fan had apparently placed a few calls to the Psychic Friends Network, because Working Designs was already on the case. They locked up the U.S. rights to *Popful Mail* a few weeks after the preview appeared, and began the long and familiar process of translating a Japanese game into English. Working Designs' past efforts had proven their abilities at not only keeping the game storylines interesting, but "Americanizing" the games with an abundance of humor and pop-culture references.

Working Designs started out translating Japanese games for the NEC TurboGrafx-16 (and the TTI Duo), and gained a reputation for excellence by bringing over the cream of the Japanese crop: *Cadash*, *Cosmic Fantasy 2*, *Exile*, and *Vastelk*. In 1993, Working Designs set their sights on the Sega CD market, and released *Lunar: The Silver Star* to rave reviews and record-breaking sales.

They followed up the success of *Lunar* with *Vay*, another Sega CD adventure. Now they've released their latest guaranteed hit, *Popful Mail*, and we've put our social lives on hiatus to play through the game and pick it apart piece by piece.

In the pages that follow, you'll find maps for every area, a complete list of items and weapons, and a complete walkthrough to help you reach the end. The boss strategies feature several pictures to illustrate where to stand and how to defend yourself. And for the first time in the history of Sandwich Islands Publishing, because our customers demanded it, this strategy guide is in glorious full color! Nifty!

We're almost out of space, and we know you just want to skip ahead to the strategies, so read on and immerse yourself in the exceedingly goofy world of *Popful Mail*!

THE LEGAL STUFF

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Mail's Items



SHORT SWORD

Price: 300

Locations: Elf Woods (map 1.13), Treesun (map 1.19)

Comments: A short, small, and reliable sword.



DAGGER

Price: 300

Locations: Fossil Rock (map 2.12), Hot Springs (map 2.27)

Comments: A long range weapon, thrown one at a time.



BOOMERANG

Price: 2000

Locations: Deviant Den (map 2.23), Mine (map 3.1), Zoth Shrine (map 3.23)

Comments: A long range weapon. Can be thrown rapidly. Press Up or Down for limited control.



FLAME SWORD

Price: 3000

Locations: Icycl (map 4.2), Mt. Rip (map 4.10)

Comments: A short range weapon. Powerful flamed sword that incinerates enemies with a minimum amount of hits.



AURA SWORD

Price: N/A

Location: Given to you by the Penguin King at the end of Stage 4.

Comments: A short or long range weapon. Best available weapon for Mail.



LEATHER MAIL

Price: 500

Locations: Elf Woods (map 1.13), Treesun (map 1.19)

Comments: Plain leather mail. Yawn.



CHAIN MAIL

Price: 1200

Locations: Fossil Rock (map 2.12), Hot Springs (map 2.27), Deviant Den (2.23)

Comments: Better than the leather mail, but heavier too.



PLATE MAIL

Price: 1800

Locations: Mine (map 3.1), Zoth Shrine (map 3.23)

Comments: Stronger and more flexible than the chain mail.



SILVER MAIL

Price: 2400

Locations: Icycl (map 4.2), Mt. Rip (map 4.10)

Comments: Mail's second best armor in the game.



GOLD MAIL

Price: 6000

Location: Maniac Mazes (map 5.45)

Comments: The best and most expensive armor to be had. You can beat the game without it, but you deserve the best, dammit.



WOODEN SHIELD

Price: 400

Locations: Elf Woods (map 1.13), Treesun (map 1.19)

Comments: A small wooden shield (surprise!).



ROUND SHIELD

Price: 1000

Locations: Fossil Rock (map 2.12), Hot Springs (map 2.27), Deviant Den (2.23)

Comments: It's bold, but not brash. And it's round, too.



LARGE SHIELD

Price: 1200

Locations: Mine (map 3.1), Zoth Shrine (map 3.23)

Comments: A large, full-bodied shield.

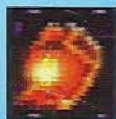


SILVER SHIELD

Price: 2400

Locations: Icycl (map 4.2), Mt. Rip (map 4.10)

Comments: Mail's second best shield.



GOLD SHIELD

Price: 6000

Location: Maniac Mazes (map 5.45).

Comments: The best and most expensive shield. You'll dig it.

Tatt's Items



FIRE CANE

Price: 300

Locations: Elf Woods (map 1.13), Treesun (map 1.19)

Comments: Tatt starts out with this weapon.



DYNO CANE

Price: 300

Locations: Fossil Rock (map 2.12), Hot Springs (map 2.27)

Comments: Tatt's second available weapon—similar to, but more powerful than, the Fire Cane.



ELECTRO CANE

Price: 2000

Locations: Deviant Den (map 2.23), Mine (map 3.1), Zoth Shrine (map 3.23)

Comments: Can be controlled once it has been fired by pressing Up or Down on the controller.



STAR CANE

Price: 3000

Locations: Icycl (map 4.2), Mt. Rip (map 4.10)

Comments: A magical weapon that makes Tatt partially invincible by holding the attack button down, allowing the cane to charge up.



AURA CANE

Price: N/A

Locations: Given to you by the Penguin King at the end of Stage 4.

Comments: Tatt's best weapon. It rules.



FLAME ROBE

Price: 500

Locations: Elf Woods (map 1.13), Treesun (map 1.19)

Comments: Tatt's first and least protective armor.

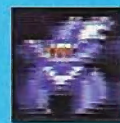


EARTH ROBE

Price: 1200

Locations: Fossil Rock (map 2.12), Hot Springs (map 2.27), Deviant Den (2.23)

Comments: Protects Tatt with the powers of the Earth God.



GALE ROBE

Price: 1800

Locations: Mine (map 3.1), Zoth Shrine (map 3.23)

Comments: Protects Tatt with the powers of the Wind God.



MOON ROBE

Price: 2400

Locations: Icycl (map 4.2), Mt. Rip (map 4.10)

Comments: Protects Tatt with the powers of the Moon God.



SUN ROBE

Price: 6000

Location: Maniac Mazes (map 5.45)

Comments: The Sun God helps to protect Tatt in the final stages of the game with this robe.



FLAME CHARM

Price: 400

Locations: Elf Woods (map 1.13), Treesun (map 1.19)

Comments: Charm which contains a protective elemental stone from the Fire God.



EARTH CHARM

Price: 1000

Locations: Fossil Rock (map 2.12), Hot Springs (map 2.27), Deviant Den (2.23)

Comments: Charm which contains a protective elemental stone from the Earth God. (Yes, these captions are getting repetitive.)



GALE CHARM

Price: 1200

Locations: Mine (map 3.1), Zoth Shrine (map 3.23)

Comments: Contains a Wind God stone.



MOON CHARM

Price: 2400

Locations: Icycl (map 4.2), Mt. Rip (map 4.10)

Comments: Contains a protective stone from the Moon God.



SUN CHARM

Price: 6000

Location: Maniac Mazes (map 5.45)

Comments: Contains a protective stone from the Sun God.

Gaw's Items



FIREBALL

Price: 300

Locations: Elf Woods (map 1.13), Treesun (map 1.19)

Comments: This is Gaw's first and most basic weapon, a simple fireball.



TAIL ATTACK

Price: 300

Locations: Fossil Rock (map 2.12), Hot Springs (map 2.27)

Comments: Gaw's Tail Attack can be found in shops located on stages before Gaw joins your party. It isn't worth backtracking to get it — save up for the Iron Claw instead.



IRON CLAW

Price: 2000

Locations: Deviant Den (map 2.23), Mine (map 3.1), Zoth Shrine (map 3.23)

Comments: A powerful short-range weapon. The claws are extremely helpful in getting past the Mine stage.



FIRE BREATH

Price: 3000

Locations: Icycl (map 4.2), Mt. Rip (map 4.10)

Comments: Allows Gaw to spit a constant stream of fire across the screen. Can be controlled once it has been fired by pressing Up or Down on the control pad.



AURA BREATH

Price: N/A

Location: Given to you by the Penguin King at the end of Stage 4.

Comments: The same as the Fire Breath, except it's much stronger.



LEATHER MAIL

Price: 500

Locations: Elf Woods (map 1.13), Treesun (map 1.19)

Comments: Plain, leather protective gear.



SCALE MAIL

Price: 1200

Locations: Fossil Rock (map 2.12), Hot Springs (map 2.27), Deviant Den (2.23)

Comments: Stronger and heavier than the plain ol' leather mail.



PLATE MAIL

Price: 1800

Locations: Mine (map 3.1), Zoth Shrine (map 3.23)

Comments: Provides great protection at an affordable price.



SILVER MAIL

Price: 2400

Locations: Icycl (map 4.2), Mt. Rip (map 4.10)

Comments: Strong and valuable armor.



GOLD MAIL

Price: 6000

Location: Maniac Mazes (map 5.45)

Comments: By far the most expensive and protective armor in the game.



LEATHER BAND

Price: 400

Locations: Elf Woods (map 1.13), Treesun (map 1.19)

Comments: Gaw uses this band to help protect himself while blocking.



IRON BAND

Price: 1000

Locations: Fossil Rock (map 2.12), Hot Springs (map 2.27), Deviant Den (2.23)

Comments: Similar to the leather band, except it's iron, so it's not really similar at all. (Huh?!)



STEEL BAND

Price: 1200

Locations: Mine (map 3.1), Zoth Shrine (map 3.23).

Comments: Stronger than the iron band, and made of a cooler-sounding metal than iron.



SILVER BAND

Price: 2400

Locations: Icycl (map 4.2), Mt. Rip (map 4.10).

Comments: Not only is this more protective than the steel band, it looks like something you might purchase from QVC.



GOLD BAND

Price: 6000

Location: Maniac Mazes (map 5.45).

Comments: Grab this band before you head for the Orb Tower to fight the final bosses.

Special Items



WEDDING RING

You first learn about this item in Treesun. A lady next to the healing shop (map 1.19) tells you about her stolen ring, and you get to fetch it.



GOLD BULLION

This is found throughout the game. Each gold bullion can be sold for 500 Gold Points at any shop.



PRISON KEY

These keys are needed to open several locked doors in the game.



ELIXYR

These items are hard to come by and very valuable. You can purchase them at the last shop (map 5.45) in the game for 10,000 Gold Points! They're also found in several places throughout the game. If you have an Elixir in stock and get killed, your energy is automatically revived, but you lose the Elixir for good.



DRAGON STONE

You receive this item after killing Nuts Cracker in the Orb Tower. Use it to open the gate (map 5.51) and advance toward the final placing of the four orbs.



BLACK, RED, BLUE, YELLOW ORBS

You collect these orbs by defeating bosses on your way to the Orb Tower. The four Orbs are used in the Orb Tower to re-open the seal to the Overlord.

Special Equipable Items



AMULET

The Amulet is found in almost every healing shop throughout the game. It's well worth the asking price of 1,000 Gold Points. Keep at least one of these in stock at all times.



ICE SHOES

You can purchase these shoes at the Mt. Rip shop (map 4.10) for 250 Gold Points. With the Ice Shoes equipped, you can walk on fire.



SPIKED BOOTS

These boots are located in treasure chests and several shops throughout the ice worlds (maps 4.4, 4.10) for 400 Gold Points. When equipped, they give you extra traction on the ice.



HELMET

This item slightly increases your defense points when equipped. It costs 300 Gold Points and can be found in the shop on map 4.4.



STONE SHOES

These shoes allow you to walk on spikes. They're not absolutely necessary, but for 300 Gold Points, you should grab a pair.

Basic Strategies & Tips

- ❁ Save often! There are invisible checkpoints that mark where your save takes effect, so you may be set back a few screens when you load in your game the next time. There's always a checkpoint immediately before a boss and after defeating a boss, except for the last three bosses in the game (of course).
- ❁ If you fall a long distance, it looks like you're getting hurt, but you don't lose any hit points regardless of how far you fall—as long as you land on solid ground.
- ❁ Take time to kill the easy enemies in the game. The money you obtain from them is very helpful in later levels. There's nothing more tedious than having to spend time walking back and forth and killing enemies because you don't have enough money to buy a needed weapon.
- ❁ Most of the enemies can't attack you when you're attacking them, and hitting them interrupts their attack. Use rapid hits to prevent them from striking.
- ❁ To read a sign, simply walk in front of it and press Up.
- ❁ If you want to climb down a ladder quickly, hold down the jump button and you fall straight down along the ladder. You can also grab a ladder while in the air by pressing Up on the control pad. As you approach a ladder, jump toward it and grab it in the air to save some time.
- ❁ You can drop through some platforms by pressing Down and the jump button.
- ❁ If you want to leap to a ledge above and land on the far left or right edge (to avoid a pacing enemy), hit the jump button first, then press Left or Right to guide yourself. If you hold the control pad before pressing the jump button, you make a long jump, often hitting the enemy and losing hit points.
- ❁ When you enter a new room, watch for enemies that stick around the entrance. You can easily build up your energy by leaving and re-entering the room over and over, defeating the enemy and hoping for an herb to recover five hit points.
- ❁ Different characters see different items when they enter a Weapon Shop. Be sure to check out all of the choices with each character before buying anything.
- ❁ When Tatt joins you on Stage 2, and Gaw on Stage 3, remember that they each have their own hit points. You can switch to another character when your current character gets weak.
- ❁ The Amulet is one of the most valuable items in the game, and you can use it at just about any time. As soon as you're about to get hit by an enemy, hit the C button and activate the Amulet. Once you're finished being hit, quickly hit the C button and turn the Amulet off. You can NOT attack other enemies when the Amulet is turned on. This is a great item to have handy for bosses.



Stage One Enemies

ELF WOODS • TREESUN • GOLEM TOWER



BADGER BANDIT

Hit Points: 25 Attack: 22
Defense: 0 Gold: 5

Description: This enemy paces back and forth aimlessly. If you get within striking distance, it stabs at you with its sword.

The Bandit is equipped with a shield, but doesn't use it, so you can easily attack at will.

ROBOGUARD

Hit Points: 45 Attack: 30
Defense: 0 Gold: 10

Description: The Roboguards are found on Elf Mountain. Look for them above you when climbing, as they throw rocks down at you if you're not careful. Once you're on a level platform with them, they're easy to attack.



SLAYING MANTIS

Hit Points: 45 Attack: 35
Defense: 0 Gold: 20

Description: This cool sunglasses-wearing Mantis attacks you when you get close.

Walk up to it and allow it to spring out at you before attacking back. Be sure not to get too close or it hits you. Once he dies, his feet run off harmlessly.

LOG JAMMER

Hit Points: 50 Attack: 40
Defense: 10 Gold: 1

Description: The Log Jammer is more of an obstacle than an enemy. It rolls out a series of barrels. You can jump on top of the Log Jammer or its barrels, but you can't hit the barrels from the side. You can destroy the Log Jammer.



ILLUSIONIST

Hit Points: 25 Attack: 30
Defense: 0 Gold: 10

Description: This little guy happily prances back and forth until you come into sight, at which time he produces a small blue orb and throws it your way. Duck down to block it with your shield, then walk up and attack.



SPIDER

Hit Points: 46 Attack: 27
Defense: 0 Gold: 20

Description: This guy hangs from a web and drops down as you approach. When you attack, it starts swinging back and forth. Be sure to stay a safe distance away once you hit it so it doesn't swing into you.



STINGER

Hit Points: 45 Attack: 35
Defense: 0 Gold: 175

Description: This oversized bee is one of the harder enemies to fight. When you get within striking distance it flies down at you; the problem is that it flies down at different angles. You can either take your time hitting it when it comes down, or run right past it.



ELITE BADGER

Hit Points: 50 Attack: 45
Defense: 5 Gold: 0

Description: The Elite Badger appears when you're fighting the Badger Bandit boss. He's stronger than the Badger Bandit and gives you no gold when he gets killed.



WIZARD

Hit Points: 80 Attack: 60
Defense: 10 Gold: 0

Description: The Wizard is the same as the Illusionist, but it's stronger and takes more hits to be killed. Wizards are found guarding Namu in the jail cell.

ELF WOODS



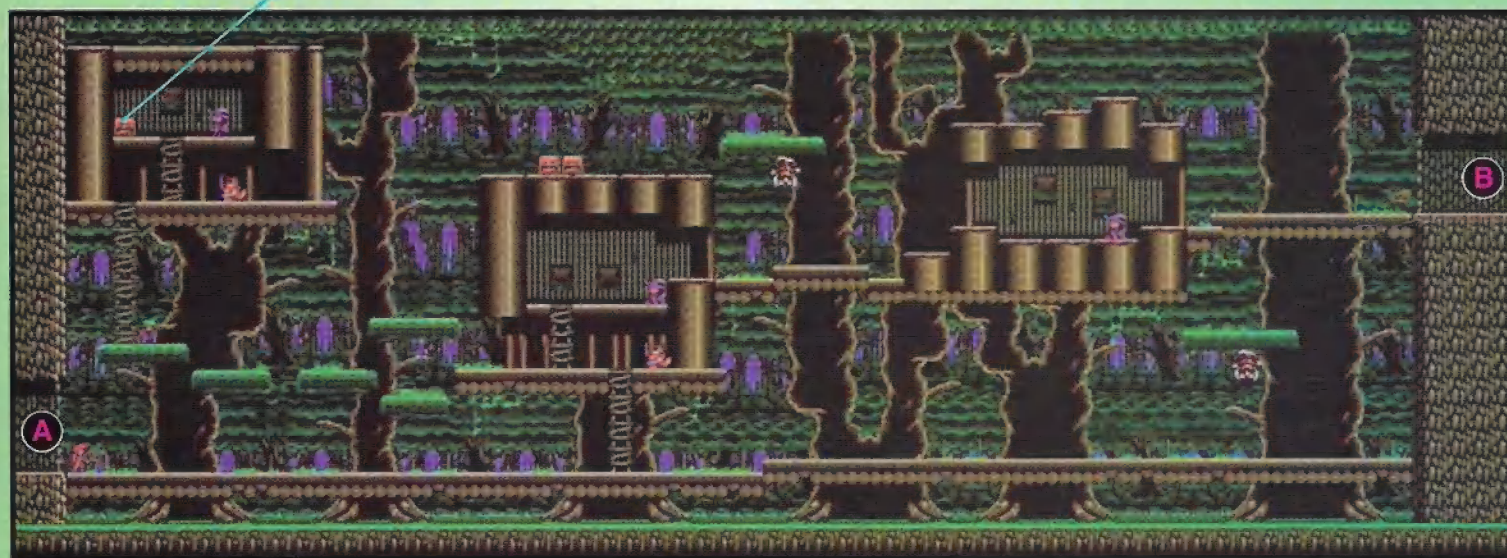
AS YOU START THE GAME you'll be forced to head off to the right (Map 1.1). Continue past the badgers and into the next area (Map 1.2) to meet Slick Junior III. Listen to his tale of woe, then go right and up the first ladder, then left to find Slick. Talk to him again. Climb up the ladder and look for a treasure box with a cherry in it. Work your way to the top-right of the area to exit into the next area.

The sign at the entrance of the next area (Map 1.3) reads "Elf Village ahead. Enter next hole!" Drop into the hole (point 1 on map) to find Slick's village. Talk to the guards to tell them about Slick. Visit the shops. You should at least have enough money to buy the Leather Mail, which is more useful than the shield at this point. When you buy an item, make sure to go to your items menu and activate it. Anytime you get to a town, it's a good idea to save your game. As you exit Elf Village you'll talk to Namu (Map 1.4). After Namu you'll be at the top-left of Elf Village. Go to the top-right to find the entrance to the next area (Map 1.5). Keep going right to find Elf Mountain (Map 1.6).



1.1

TREASURE
Cherry



1.2



1.3

HEALING SHOP

Amulet - 1000
Orange - 90
Cherry - 180

WEAPONS

Mail Items

Short Sword - 300
Leather Mail - 500
Wooden Shield - 400

Tatto Items

Fire Cane - 300
Flame Robe - 500
Flame Charm - 400

Gaw Items

Fireball - 300
Leather Mail - 500
Leather Band - 400



1.4



1.5



The falling rocks on Elf Mountain (Map 1.6) come from enemies, so don't stand below them while waiting for a chance to jump up and attack them. The first treasure chest you see when entering Elf Mountain can be reached by jumping from a ledge above (1). Keep holding Left while you fall to land on the platform with the chest. Swing your sword before landing to keep from bouncing. If you don't land on the ledge, climb back up and try jumping a bit earlier or later. Inside the chest is an Orange (not worth too much trouble). You can also get this chest easily later in the

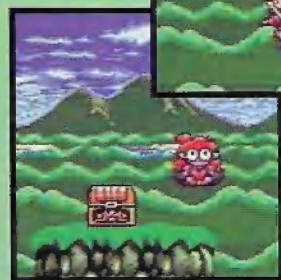
game when the character Gaw joins you. Go to position 3 on the map and drop straight down to reach a chest with an Elixir. Climb back up to the top and enter Door A on the far left to meet Tatto (left side of Map 1.7). After speaking with him, climb up the ladder, saving before you reach the top floor, where you'll meet the first boss. Door B goes to what now is an empty room but will be a boss later in the game. You should eventually come back to this room to fight the boss (see page 16), so remember where it's at.



1.6

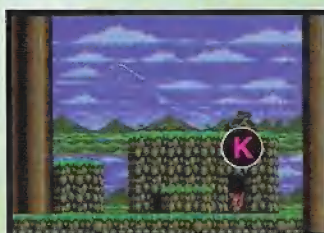


You have to go through a lot of trouble to get this measly little cherry.

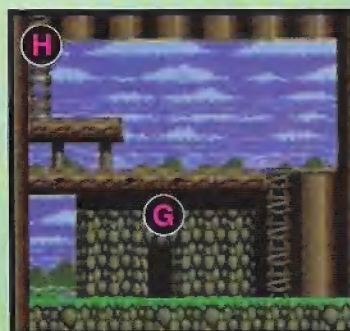


After working your way to point 2 on the map, run and jump off the edge.

Just as you land, swing your sword or hold right to keep from bouncing off.



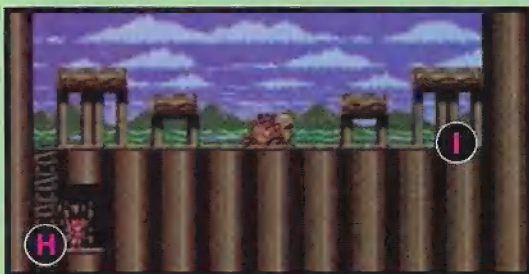
Refer to page 16 for information about this room.



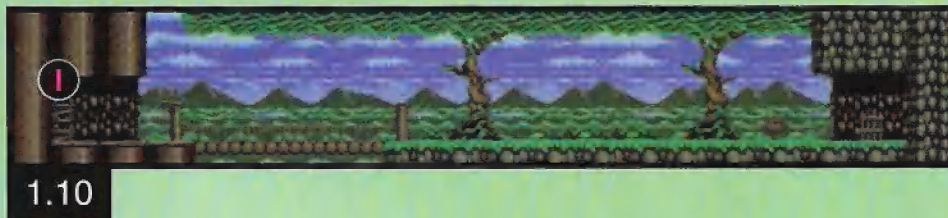
1.7



To get this valuable Elixir, position yourself at the location shown and drop straight down (Down + jump).



1.8 Make sure you save before you fight the Mad Bomber.



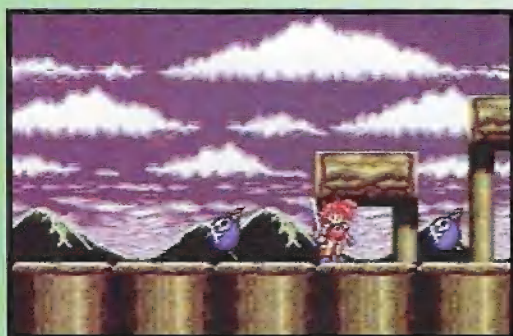
M A D B O M B E R

Hit Points: 100 • Attack Points: 30 • Defense Points: 10 • Gold: 0

The Mad Bomber (Map 1.8) will throw a bomb from each hand. One bomb will land near him, while the other will land near the opposite side of the screen from him. He'll leap to the lower platform on one side of the screen, throw another set of bombs, then leap to the top and throw yet another set of bombs. Stand about a quarter of the screen width away from him to avoid both bombs. In other words, stand at the center of the bottom floor when he's on the lower platform, then directly below the lower platform when he's on the higher platform. From the higher platform he'll leap to the floor at the center of the screen — hit him, then quickly take a few steps away before the bombs hit the

floor. The pattern repeats with the lower platform, then the higher platform, then the center of the floor again. If you get aggressive you're likely to lose hit points quickly. Take your time and wait to hit him when he lands on the floor at the center of the screen, then spend the rest of his pattern concentrating on dodging the bombs. Each hit will take off 10 of his Hit Points, so 10 hits will destroy him.

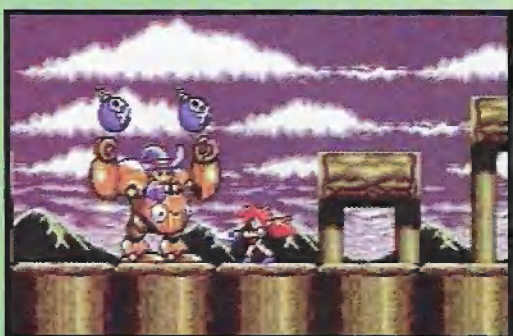
Go back down the left ladder to tell Totto you destroyed the boss, then climb back up and go right to find the entrance to Treesun. If you don't talk to Totto, he'll still catch you before you leave to congratulate you on your victory.



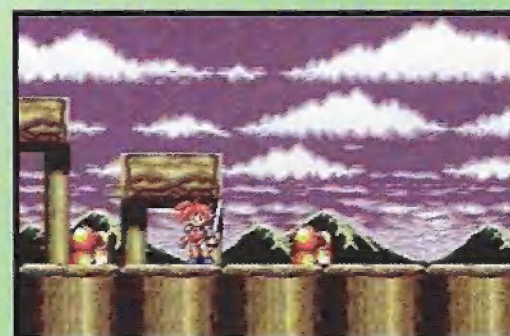
When Mad Bomber throws his bombs from the top platform, stand here to avoid being hit.



Stand here when Mad Bomber throws bombs from the lower platform to avoid being hit.



Attack Mad Bomber when he's on the ground level and about to throw his bombs...



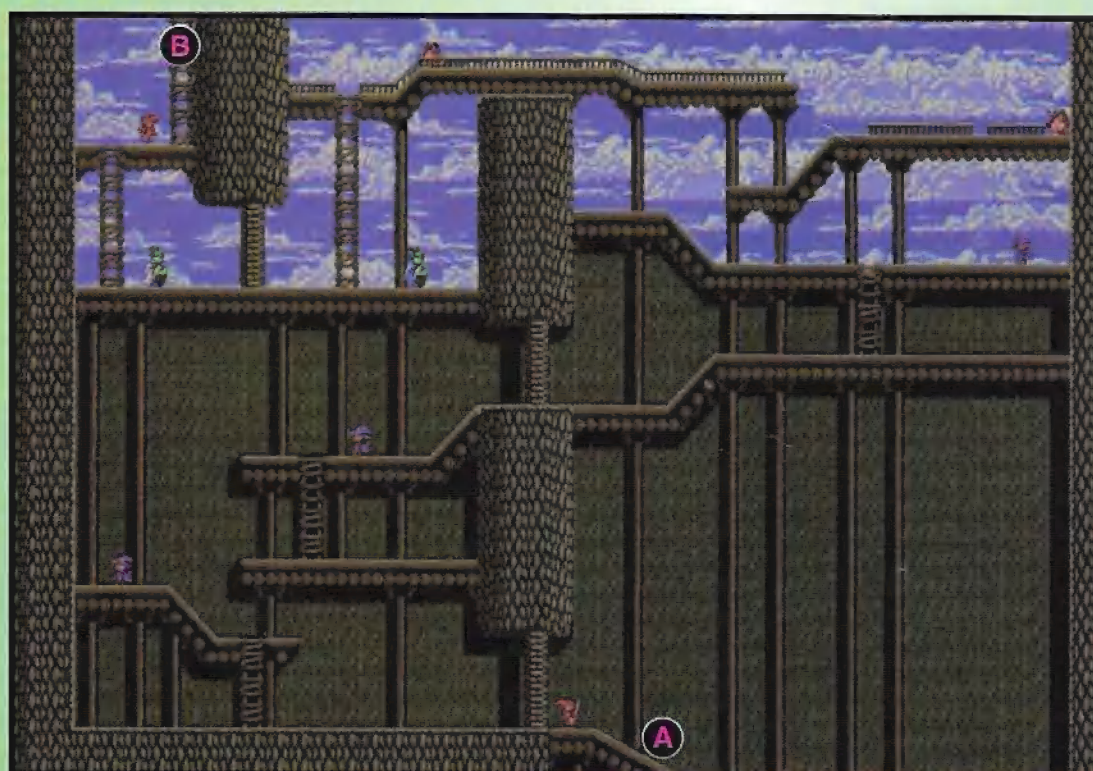
...then quickly step out of the way before the bombs land.

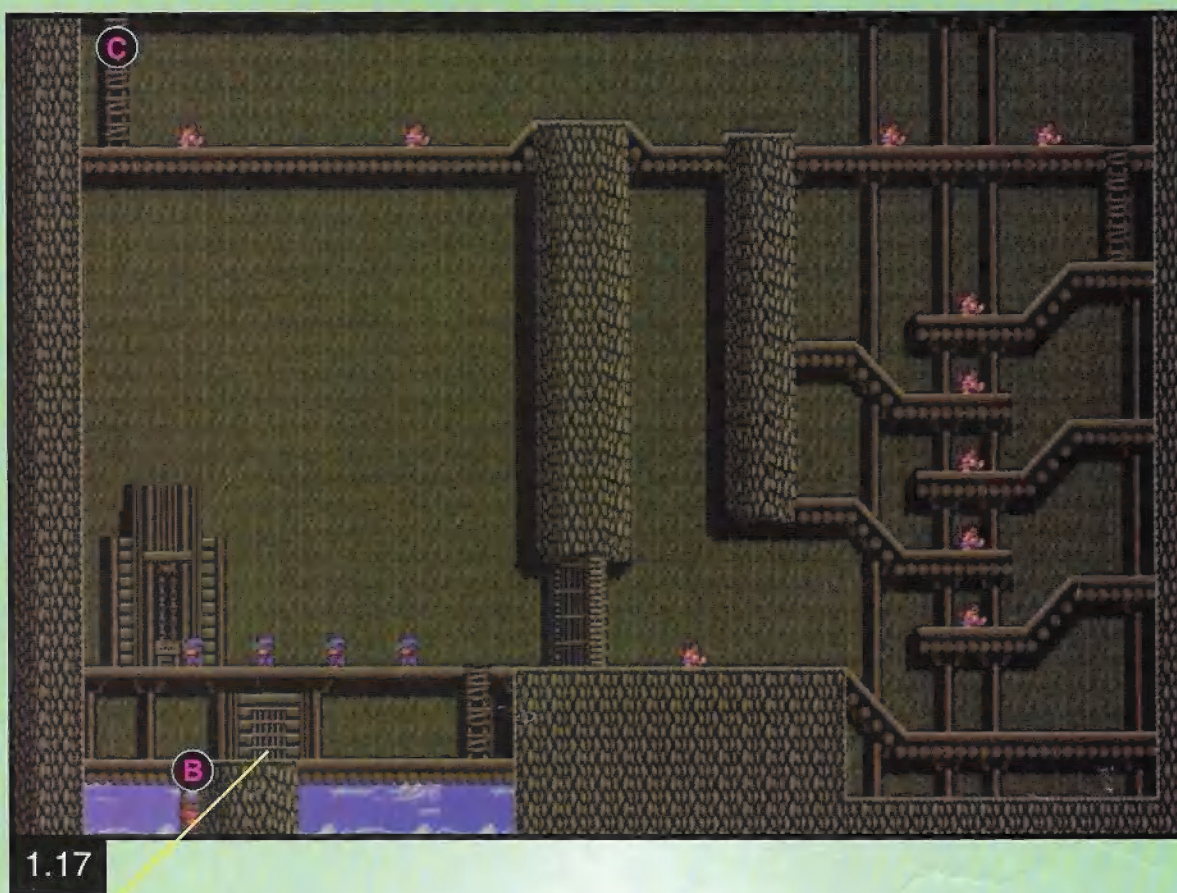
T R E E S U N

Collect the cherry from the chest, then go up into the next room (Map 1.16). Climb to the top to reach the next room with the prison cell (Map 1.17). Talk to Namo in the prison cell. Wait until the four Wizards above are moving to the left, then climb up and attack them from behind, one at a time. Free Namo from jail (Map 1.18) to get 500 gold.



TREASURE
Cherry





1.17



1.18 Kill the Wizards above to gain access to the cell in which Namo is trapped.

WEAPONS		
Mail Items	Tatto Items	Gaw Items
Dagger - 300	Dyno Cane - 300	Tail Attack - 300
Leather Mail - 500	Flame Robe - 500	Leather Mail - 500
Wooden Shield - 400	Flame Charm - 400	Leather Bond - 400



HEALING SHOP

Amulet - 1000
Orange - 90
Cherry - 180

TREASURE

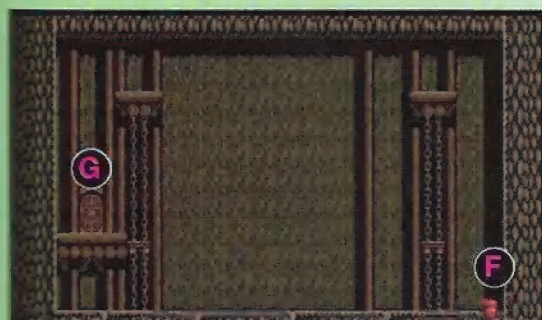
Cherry

1.19

Go to the Weapon Shop and buy the Dagger. Keep the Short Sword equipped for now. Go to the Heal Shop. The lady outside mentions a stolen Wedding Ring taken by the Badger Gang. After hearing this information, you can return to Map 1.6 Room K to fight the Badger Chief. If you defeat him, you'll receive an Elixir. Refer to the next page for more information on this boss. You should keep a few cherries on hand, so buy a couple if you don't have any. Before going up to Golem Tower, go to the right of the ladder to find an apple. As you climb up to the Golem Tower you'll have to get past lots of Log Jammers (Map 1.20). When you're on the rolling logs, just walk across them — don't jump. If you stand directly in front of the Log Jammer you can safely attack him without getting hit by the logs coming from the next Log Jammer. Map 1.21 is an easy room with spiders and a Log Jammer. As you climb up out of Map 1.21, you'll face the next boss.



1.20



1.22



1.21

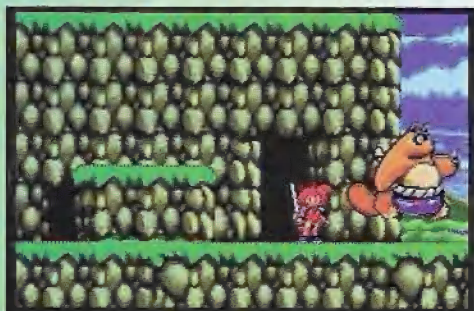
BADGER CHIEF

Hit Points: 50 • Attack Points: 45 • Defense Points: 5 • Gold: 0

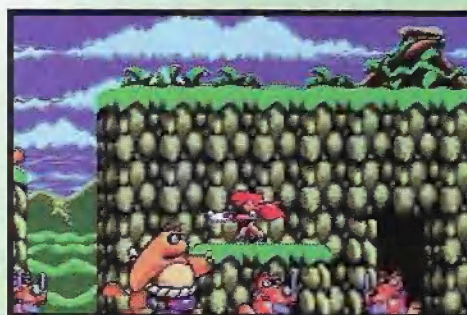
After you talk to the lady about her stolen wedding ring, you open up the area to a new boss. This boss will give you the wedding ring if you beat him, but you do NOT have to beat him to advance to the next level. The Elite Badger is in the previously empty room on map (1.11). If you successfully beat him and get the wedding ring, you can take it back to the lady and get an Elixir. He isn't the easiest boss at this point of the game, so you can wait until you get better weapons later in the game before you go fight him if you choose. No matter when you fight the Elite Badger, the basic strategy to beating him is the same.

Enter Door K (Map 1.6) and go to the far left to see the Elite Badger. As soon as he starts running at you, climb on the small platform beside the door. When he walks under you, jump over his head. Once the Elite Badger gets to the other side of you, jump off the platform and stand right by the door. As soon as the Elite Badger runs into the wall, jump back onto the plat-

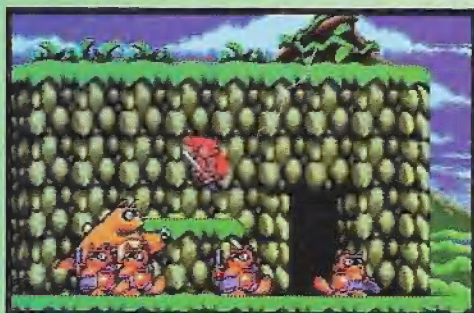
form to the left of the door. If you time it right, all the badgers that fall out of the sky should land on the ground rather than on the platform you're on. When the Elite Badger comes back at you, hit him in the head a few times with your sword then jump over his head to avoid being hit. Make sure you don't jump so high that the badgers on the platform above you can hit you. If you battle the Elite Badger right after you talk to the lady with the wedding ring problem, each hit only takes off two hit points, so it takes 50 hits to kill him. Keep hitting him as he comes close to the platform, then jump over him once he's nearby. Make sure you are very conservative and give yourself plenty of time to jump over him after attacking. Repeat this process until he's dead. Once you kill him, go back and talk to the lady with the wedding ring. She'll give you an Elixir. Talk to her again and she gives you some fruit to help refill your energy.



Stand here while the Elite Badger runs into the wall.



Jump to this platform once you see the Badgers fall.



Jump over the Elite Badger and attack when possible.



After beating him, take the wedding ring back to the lady in the shop on Map 1.19.

THRASHMASTER+

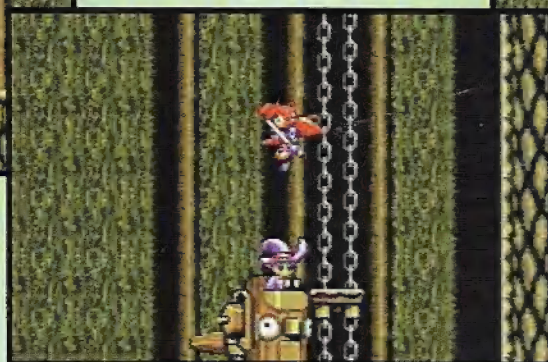
Hit Points: 100 • Attack Points: 37 • Defense Points: 107 • Gold: 0

The boss at Treesun is Thrashmaster+ (Map 1.22). If you hit him rapidly he won't use his bombs. Jump and hit once or twice, then take a step back and hit him again. Continue this until you reach the elevator, then use it to jump over him. Continue the pattern of attack

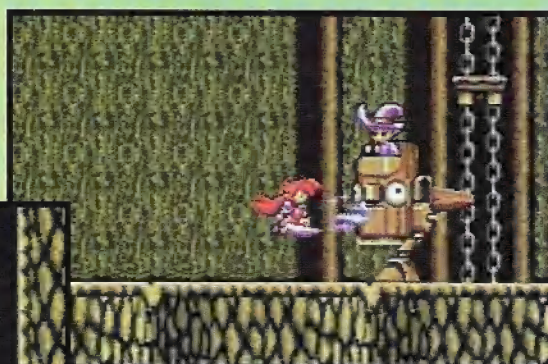
from the left side until he's defeated. Try to leap into the air when he's jumping to avoid the quake attack as he hits the floor. With the Short Sword you'll take off 5 points with each hit (20 hits total to destroy him).



Thrashmaster's bombs are nearly impossible to avoid. To keep him from throwing them, stand close to him.



If possible, try to kill Thrashmaster before he forces you into the corner. If you get trapped in the corner, use the elevator to jump over him.



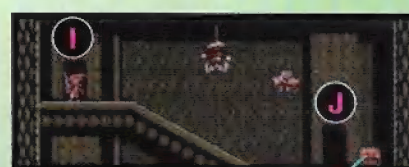
From the other side of him, continue attacking.



1.23

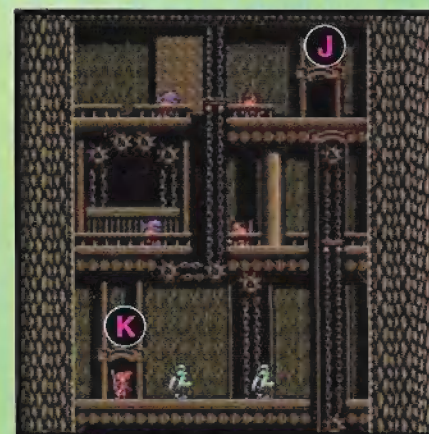


1.24



1.25

TREASURE
Cherry



1.26

After defeating Thrashmaster+, go left into the door. In the next room (Map 1.23), hit the switch to open the gate below. In the next room (Map 1.24) nudge forward on the edge of the platform until the bee attacks, then swing your sword rapidly to take him out. If you defeat each enemy as you see it, you'll avoid risking the enemies ganging up on you. There's a banana in a chest near the exit (Map 1.25). Continue forward to the exit, which leads to the Golem Tower.



1.27

GOLEM TOWER - WOOD GOLEM

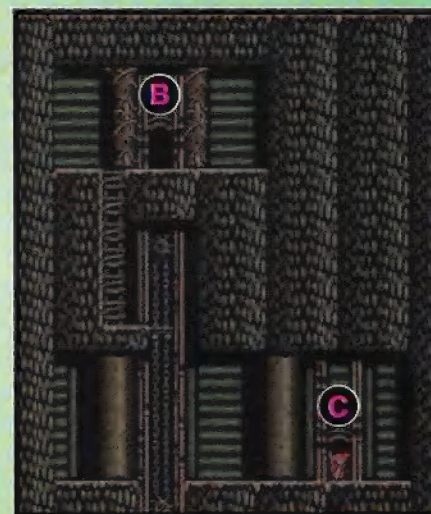
Hit Points: 100 • Attack Points: 37 • Defense Points: 107 • Gold: 0



1.11



1.12



1.13

The Wooden Golem will fall from the sky after you enter the next door. This is a tough boss! His pattern varies each time you fight him, and each part of his pattern is difficult to defend against. Once you get behind him you can hit him rapidly to stop him in his tracks. The trick is getting behind him, since you can't jump over him or walk through him. The only time you can safely pass through him is when he's sliding on his knee while flashing after a hit, or by equipping an amulet. From the beginning of the battle, run up and hit him once, then back off a few steps. He'll shoot

his fist across the screen toward you, or he'll kneel down and slide toward you. Duck down. If he shoots his fist, wait until it passes you, step forward and hit him twice, then take a few steps back. The fist won't hit you while it's returning to the Wooden Golem, even if you're standing. If he's sliding, hit him a moment before he hits you and you'll safely pass through him without losing hit points as long as he's still flashing from the hit.

Regardless of his pattern at the start, you'll eventually end up behind him, which is where the pattern

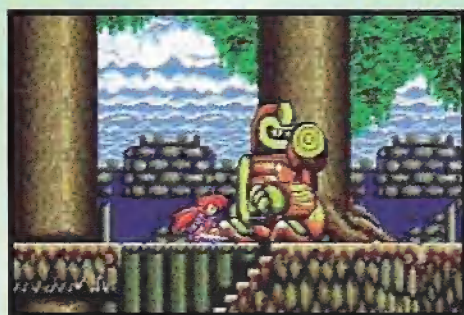
gets easier. He only does one thing when you're behind him — slide! He'll pin you up against the far right wall if you're not careful. Use very rapid sword swings to hit him. Each time you hit him, he'll stop sliding. Your next hit won't affect him until he stops flashing, which only lasts a second. If your next hit makes contact the moment he stops flashing, he won't move any closer towards you. This is the key to surviving the boss — hitting him rapidly enough so that he doesn't have time to slide at you. If he moves slightly towards you in between hits, quickly take a step away from him, then swing rapidly again. You must hit him and take this step back at the exact moment you see him come at you. You want to make this move while he's flashing from your hit. It takes 20 hits to knock him out. He flashes red after each of the final four hits. Once his body is destroyed, his head attacks. It bounces in a high arc you can walk under. The head will bounce to the right, then back to the far

left, then to the center where the Wooden Golem originally formed. It takes 20 hits to destroy the head, and once it reaches back to the center it will rise up and the full Wooden Golem will return. Make sure you are behind the spot where the Wooden Golem reappears. You must destroy the body with a full 20 hits, then the head returns with any previous damage still intact. This pattern repeats until you destroy the head with a total of 20 hits. While the head is bouncing, chase it and hit it, then continue chasing it while letting it bounce twice before hitting it again. It bounces at the same spot each time as it moves across the screen, so when you get close to the left or right wall watch where it bounces, then pick a spot where it will bounce over your head on its way back.

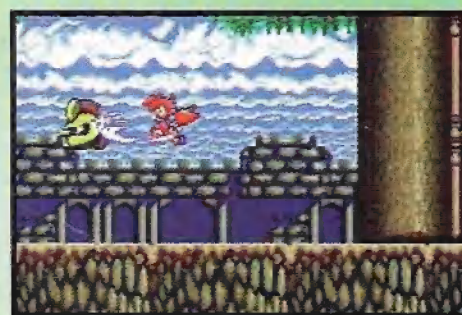
After defeating the Wooden Golem, enter the door where Muttonhead disappears, then go down to find the next door, and left to find Tatto.



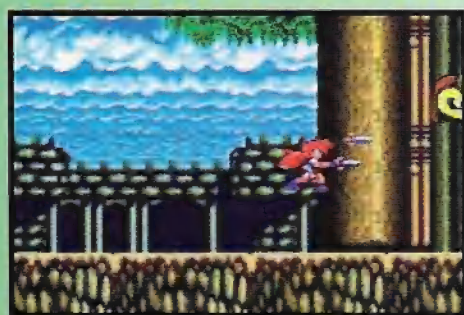
Wood Golem will shoot his fist at you. Duck under it and attack. When the fist returns, it won't damage you, so don't worry about avoiding it.



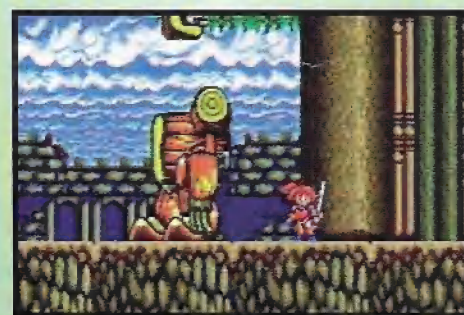
When Wood Golem slides at you, retreat to this spot, then turn around and attack it.



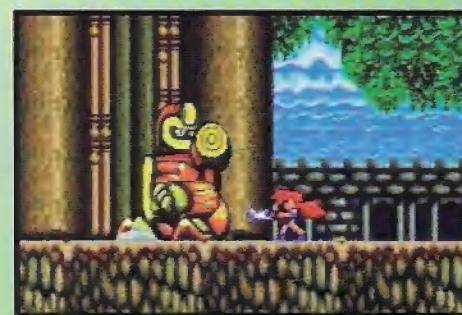
Once you kill the body, chase the head and jump up to hit it in the air. When the head gets close to the walls, retreat and let it bounce back.



You can also jump up and use daggers to kill the head faster if you have them.



Once the head makes its passes, stand behind the body and wait for it to reappear.



Continue to attack the body as fast as possible. As long as you keep hitting it, he won't move. If he does budge toward you just back up.

Stage Two Enemies

WIND CAVE • FOSSIL ROCK • HOT SPRINGS • DEVIANT DEN • PANIC PEAK

BATS

Hit Points: 50

Attack: 55

Defense: 10

Gold: 140

Description: These bats are only located in a few places, but can become trouble fast. If you get too close to them, they swoop down and attack. You can either attempt to walk by them quickly, or wait for them to come down at you and attack them.



SPITT FISH

Hit Points: 24

Attack: 40

Defense: 0

Gold: 120

Description: These fish can become a real pain when you're swimming underwater. As long as you stay away from them, they won't attack. If you must kill them, wait for them to swim away from you before attacking.



PULSE BAT

Hit Points: 45

Attack: 60

Defense: 5

Gold: 180

Description: This bat appears even less than the other bats. They don't swoop down at you, but they do shoot a large round projectile at you when you stand around them too long. They are easy to kill, and the 180 gold they carry is usually worth it.



'LECTRO BLOB

Hit Points: 25

Attack: 40

Defense: 4

Gold: 120

Description: These electrified jellyfish-type creatures have two purposes. The first is to kill you. If you stand underneath them, they'll shoot a deadly beam of electricity at you. Their second purpose is to be used as a step. If you need to get out of the water, jump on one of these.

SICKLE SAM

Hit Points: 60

Attack: 50

Defense: 10

Gold: 150

Description: This skeleton may be the toughest small enemy in this section of the game. It rapidly jumps at you and throws two sickles which return to its hands when they return. Use a long-range weapon when attacking them or wait for them to turn around.



SKELETON

Hit Points: 30

Attack: 45

Defense: 0

Gold: 120

Description: This skeleton walks back and forth until you come into its sight. Once it sees you, it throws a knife at you. If you get too close, it starts jumping towards you. Wait for it to turn around or use a long-range weapon when attacking.



BUBBLE CRAB

Hit Points: 35

Attack: 45

Defense: 5

Gold: 100

Description: You only see this crab a couple of times throughout the game. It shoots a few bubbles at you if you give it enough time, but usually you can walk up and easily attack it before it attacks you.



SPIKE

Hit Points: 55

Attack: 45

Defense: 0

Gold: 80

Description: This enemy is more of a nuisance than anything. He is usually located on hard-to-navigate platforms. If you stand in front of it, it shoots a stream of fire at you. Wait for it to turn its back before attacking, or wait for it to breathe its fire and attack it.



DIGGER

Hit Points: 52

Attack: 40

Defense: 0

Gold: 100

Description: This enemy only appears a few times. Watch for it at the beginning of Wind Cave. It'll sneak out of the ground, do a half circle, and dive back into the ground. You can easily attack it, or wait for it to enter the ground and walk past it.



GUARDIAN

Hit Points: 30

Attack: 15

Defense: 0

Gold: 0

Description: This enemy will fire at you if you position yourself in its range. You can also use it as a step by jumping on its head, as long as you don't destroy it first.



IRON BUTTERFLY

Hit Points: 20

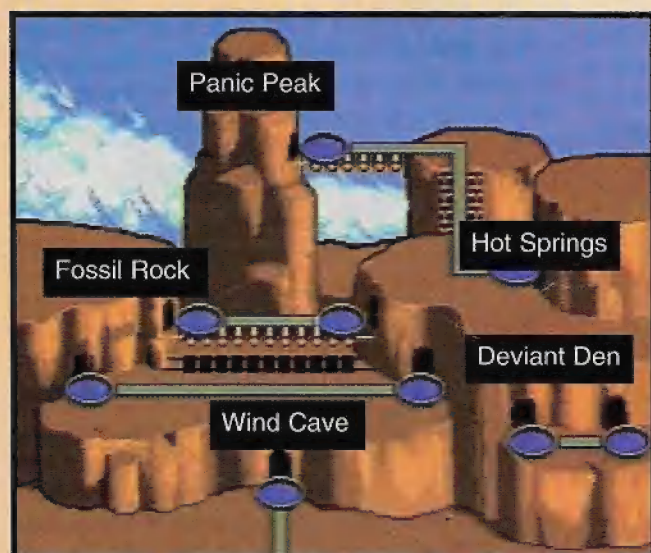
Attack: 40

Defense: 0

Gold: 60

Description: The Iron Butterfly will hover back and forth in the air in a small pattern. If you stand under it, it drops what seems to be dust at you. You can easily jump in the air and attack it before it drops dust on you.

WIND CAVE



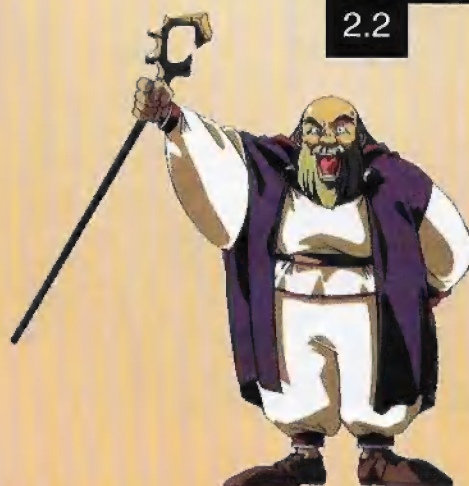
YOU'LL HAVE TWO CHARACTERS to choose from at the start of the stage. Tatt has a handy fireball that lets you attack enemies from a distance, making him the perfect character for the enemies on this stage. Read the Basic Strategies chapter for more strategies on how to best use the two characters. The characters you talk to will say different things to each member in your party, but the actions that take place are identical. Muttonhead will be waiting for you inside the cave. Go right to the next room (Map 2.2).

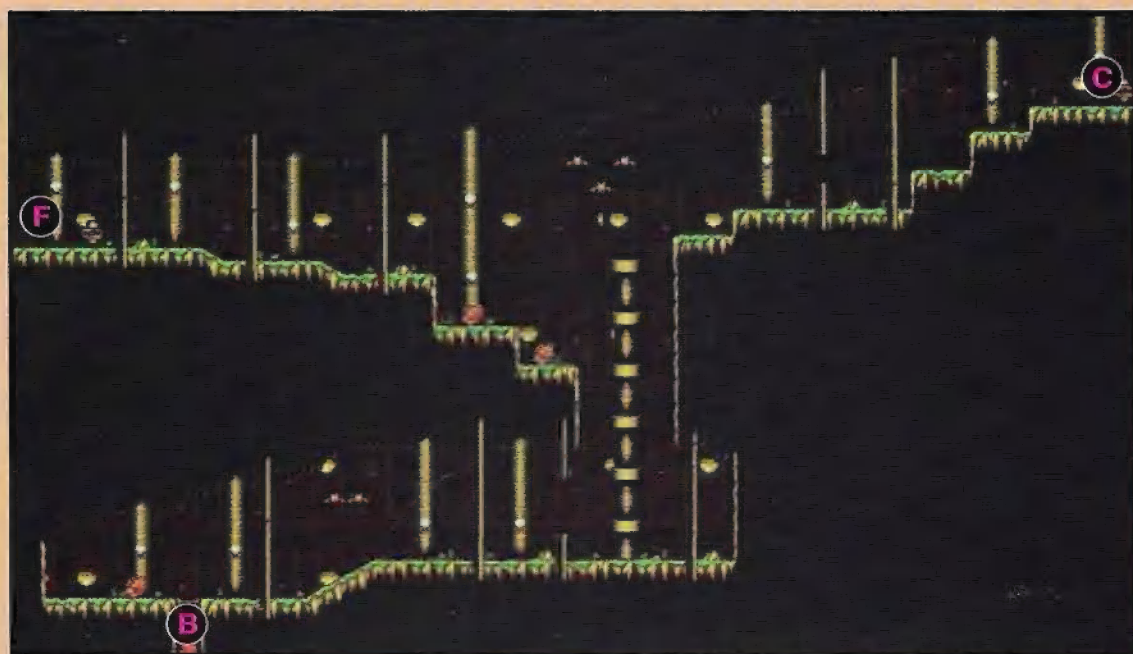


2.1 You'll first meet up with Muttonhead in Wind Cave. Be sure to change your character to Tatt, since he's more suitable to this level than Mail.



2.2



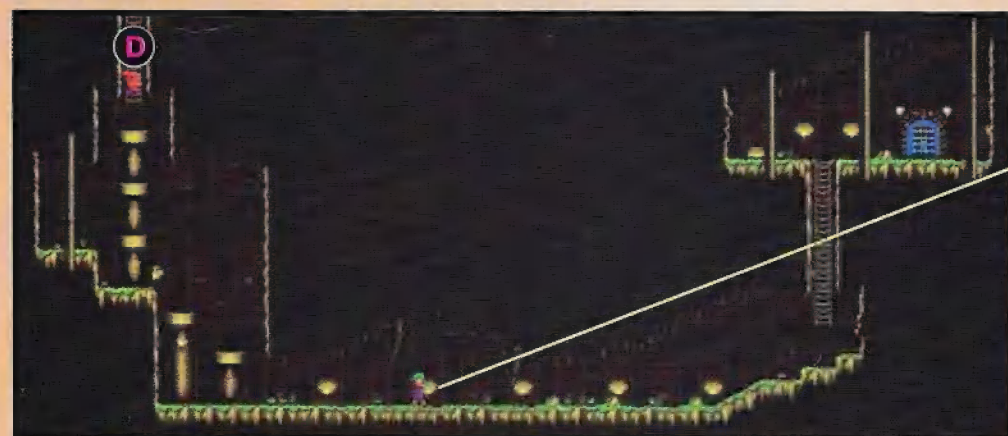


2.3



2.4

Go up to the next room (Map 2.3). After attacking the snail and two bats in this room, climb up the tower. You'll have a choice of going left or continuing upward on this tower. Go up and to the right to Map 2.4. After the water area you'll see a platform you can jump to, but walking off the left ledge will land you on a platform below it where you can easily hit the two snails in sight. Each time you see a snail below, you can usually walk off the platform in the opposite direction to land on a safe platform below. Also don't forget that you can hold down and press jump to drop down through the platform you're on. Continue left and down to Map 2.5 to find Slick Junior III trapped. Talk to him, then go back to the junction on the tower earlier in this cave (Map 2.3). Go left from the junction.

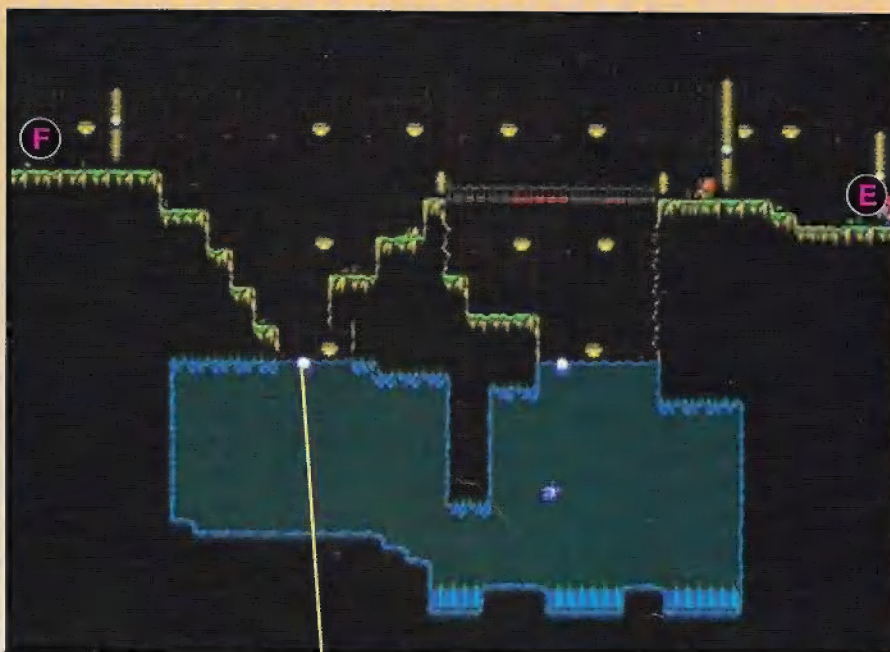


2.5



Slicky will set up the plot for this level by trapping himself in a corridor when using a bomb.

Be very careful when going across the bridge (Map 2.6) to avoid stepping on the red planks. If you fall through one of them, you'll have to swim to the left and climb out of the water by jumping onto the back of the jellyfish. To the far left (Map 2.7) you'll encounter a blue creature. He won't help you, and the cliff he flies over is too high to jump over. The locked door near the cliff can't be opened yet, but remember where it is because you'll have to go back to it at the end of the next level. After you've talked with the blue creature, go all the way back to Slick Junior III. Slick will give you a bomb. Go back to the cliff where you saw the blue creature and step up to the wall to use the bomb. Go below to find four chests. Go back to Slick and you'll use the hammer to free him. Follow him to the right and climb up to find the exit.



2.6



Use this Jellyfish to jump out of the water if you fall in. Be sure not to walk into the side of the jellyfish or it'll attack you.

EXIT
Hot Springs



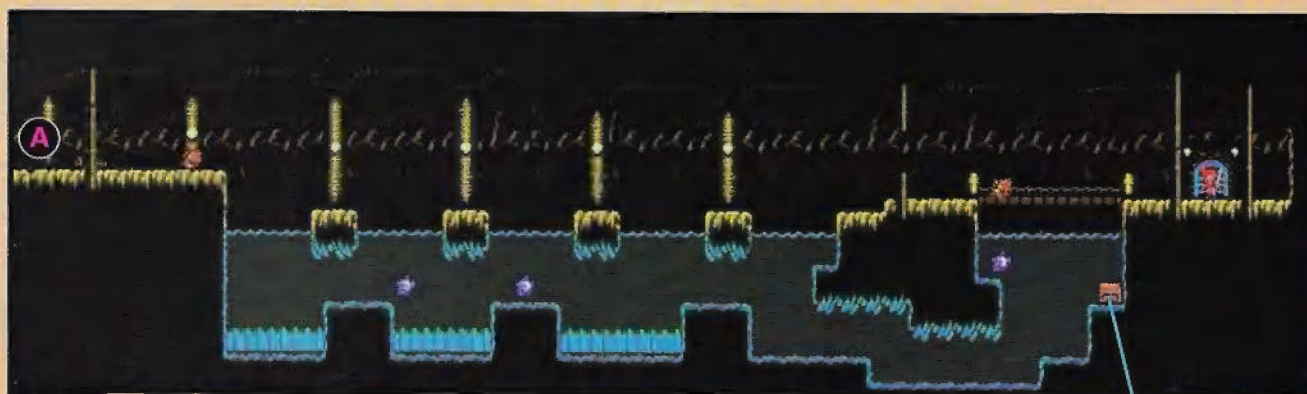
Here you'll meet a new kind of creature called Gaw. He isn't much help now, but later one of his kind will join your party.



2.7

TREASURE
Apple, Apple, Hammer, Gold Bullion

FOSSIL ROCK



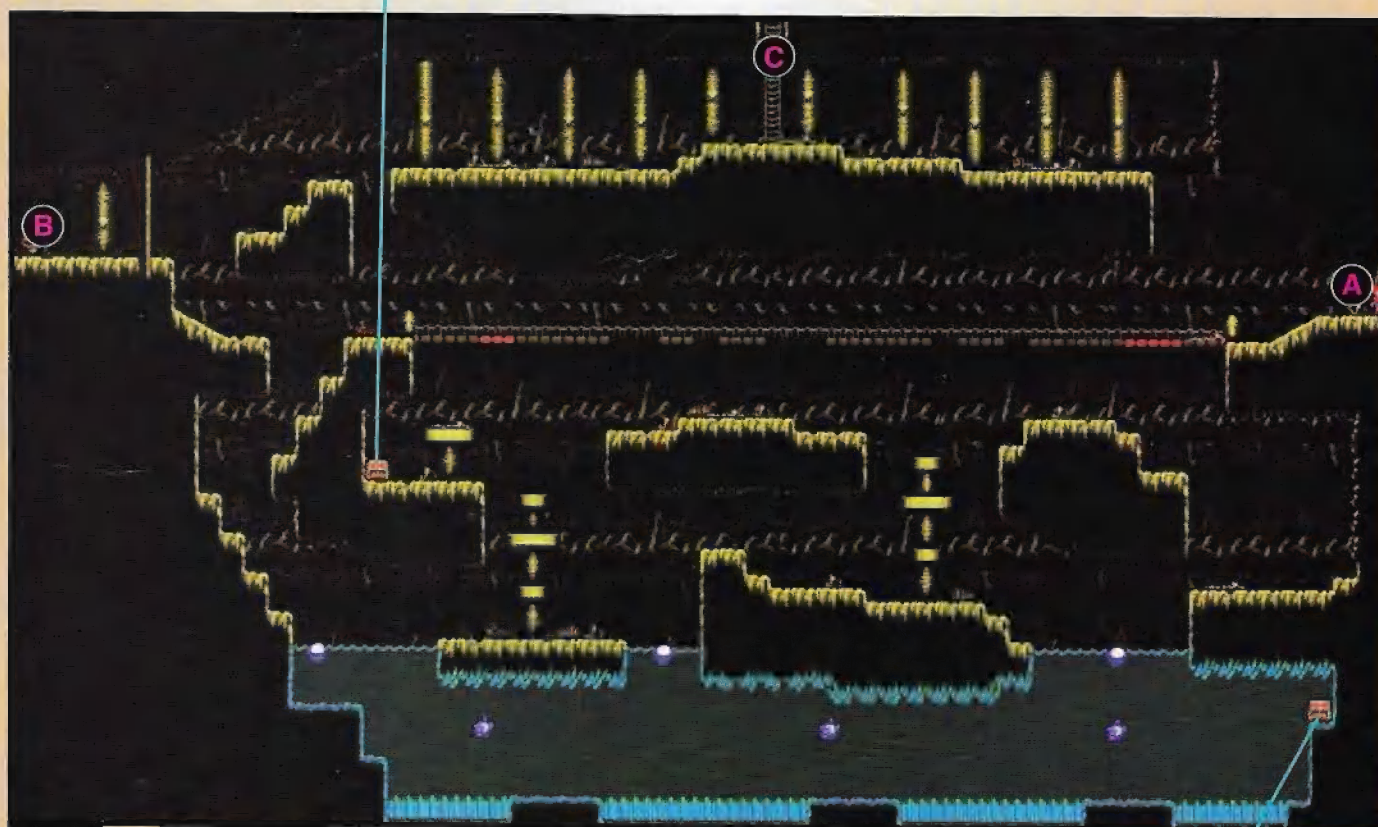
2.17

TREASURE
Elixir

Enter Fossil Rock and go left. Jump in the water and go right to go under the first bridge. You'll find an Elixir in a chest. Climb back out of the water and go to the far left. You now have two characters, and they each have their own amount of hit points. If either character is low, and you don't want to waste food, there's an easy trick for gaining hit points. Walk into the next

room (Map 2.18), then go back to the last room (Map 2.17) and defeat the snail. The snail will often give up an herb, which will gain you 5 hit points. Repeat this process until you have your energy built up. If you prefer to use one character, but need to build up the other, you can change characters before grabbing the herb, then switch back.

TREASURE
Gold Bullion



2.18

TREASURE
Cherry

In the next room (Map 2.18), drop down through the first red planks on the bridge and go to the far right in the water to find a cherry in a chest. Climb back up until you can see the bridge, then go to the far left to find a chest with gold bullion. Go up and left to

find Gaw Village (Map 2.12). Visit the Weapon Shop and Healing Shop to stock up on a better cane and robe for Tatt, and a few apples. If you have the money you can also grab new items for Mail, or you can come back later when you have more money.

WEAPON SHOP

Mail Items

Dagger - 300
Chain Mail - 1200
Round Shield - 1000

Tatto Items

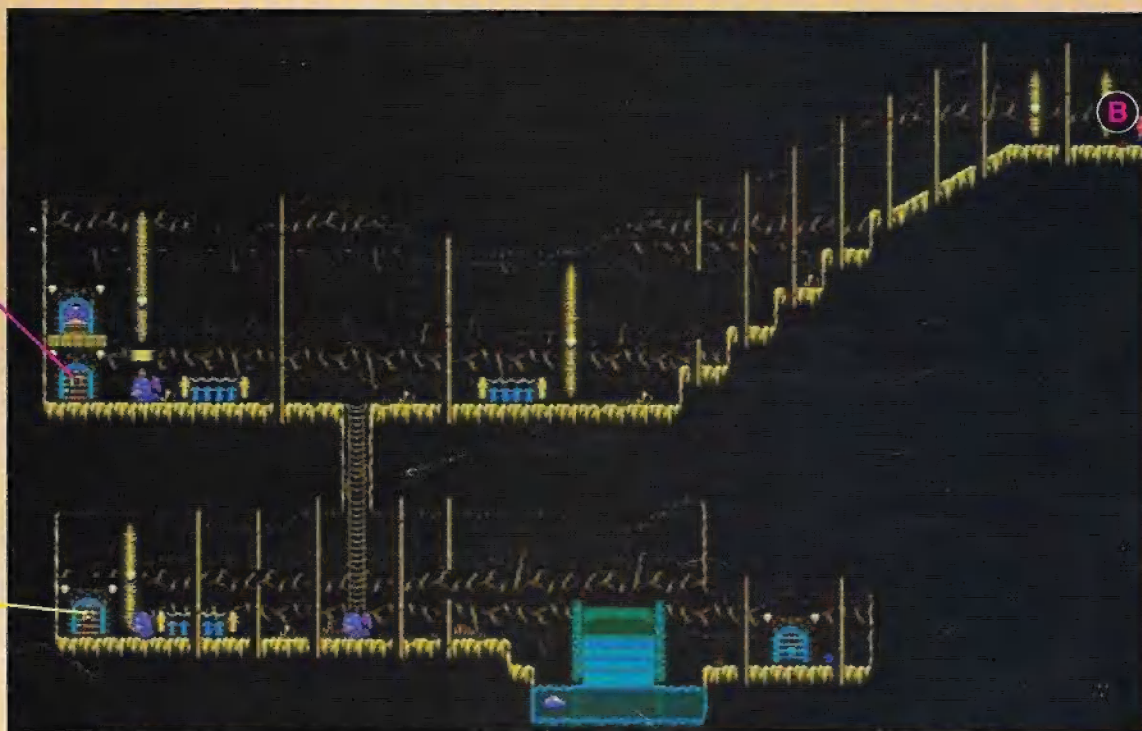
Dyno Cane - 300
Earth Robe - 1200
Earth Charm - 1000

Gaw Items

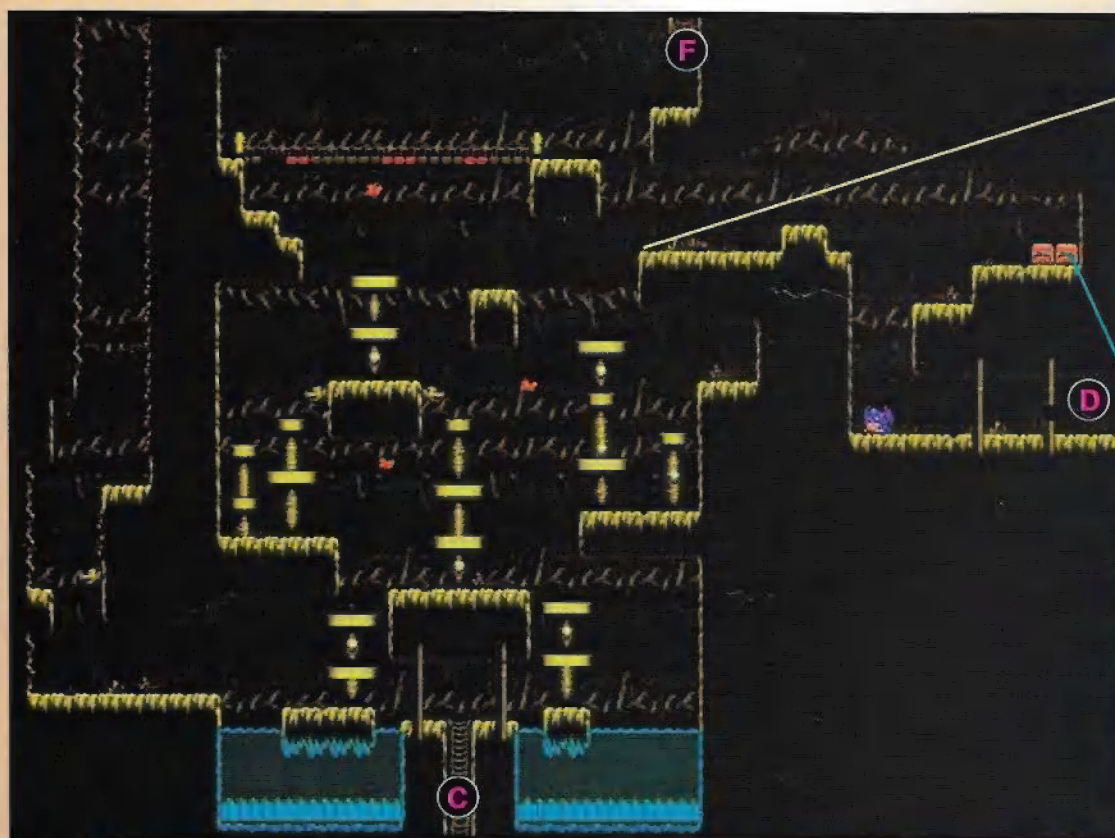
Tail Attack - 300
Scale Mail - 1200
Iron Band - 1000

HEALING SHOP

Amulet - 1000
Cherry - 180
Apple - 270



2.12

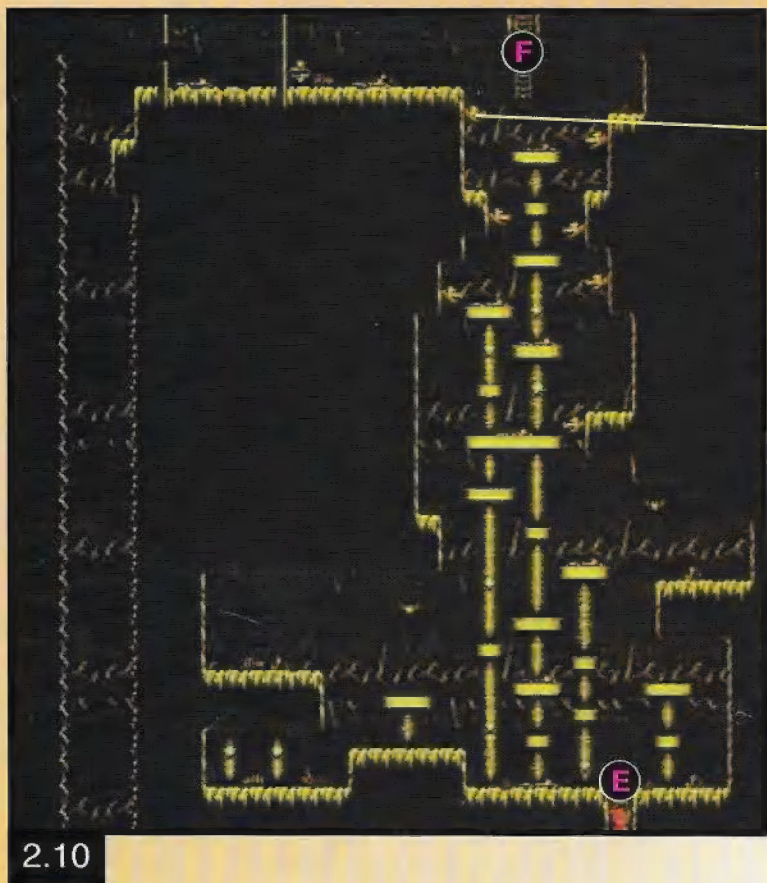


2.8



You won't be able to see the ledge below, so jump to the right and keep holding right until you land to make it safely.

TREASURE
Cherry, Orange

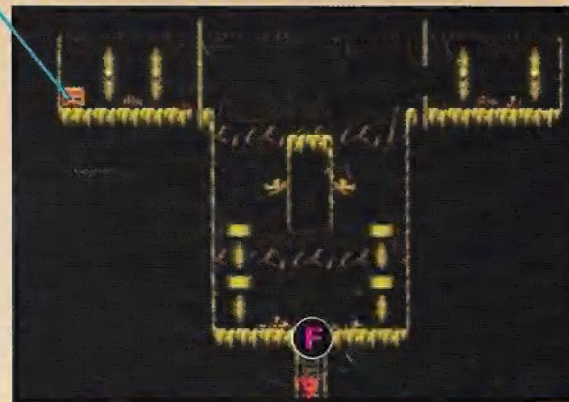


2.10



Stand on these heads to work your way to the top of this room.

TREASURE
Gold Bullion



2.8

Leave the village and go up and right to climb a ladder into Map 2.8. In this room stay out of the water (there's nothing there). Climb up until you find the bridge, then go left to climb up onto the bridge through a hole. Go to the right across the bridge and walk off the right side of the ledge to land on a ledge below. Go to the right to find a trapped Gaw. Talk to him a few times until he repeats himself, then go back to the Gaw Village (Map 2.12). Go to the far left and

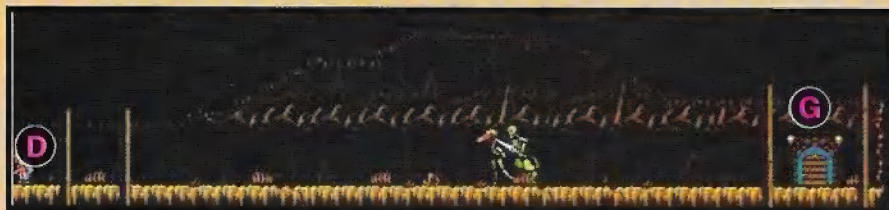
talk to the lady above the Weapon Shop to get a ladder. Return to the trapped Gaw with the ladder. Leap over to the right to find two chests (Orange and Cherry). Boss Boney Rubbler is below. There's an area above Map 2.8, which includes Maps 2.10 and 2.11. A Gold Bullion is in a chest at the top of Map 2.11, and the only way to reach it is to stand on a stone head just below it (don't destroy it). The "Lover's Leap" at the top-left of Map 2.10 is just a shortcut back to Map 2.8.

B O N E Y R U B B L E R

Hit Points: 100 • Attack Points: 60 • Defense Points: 17 • Gold: 0

Boney Rubbler is a skeleton that rides a skeleton horse. Rubbler attacks with a long sword while running back and forth across the room. To easily defeat Rubbler, choose Tatt as your character and stand near the center of the room. Wait for Boney to run off the screen and then, as you see him enter the screen, jump

up and shoot at the very top of his head. If you hit him in the right spot, he should lose the front part of his horse. When Boney runs by you, be sure to *stand still*. As long as you hit Boney in the head at least once every two passes, he won't get the front part of his horse back. If he does get his horse back then he'll be able to hit you. Learn to time your shots before Boney even appears on the screen and try not to miss or you'll run out of arms. After a bit of practice and a little precise timing, you should be able to beat Rubbler almost with your eyes closed.





Attack Boney with Tatt's Dyno Cane. Aim for his head as soon as he enters the screen.



After you hit him, he'll lose the front part of his horse. As long as you keep attacking him, he won't be able to get the front of his horse back or attack you.



If he does get his horse back, remain ducked and still and he'll only attempt to hit you about once out of every three passes.



2.16

After you've beaten Boney, head off to the right and find the captured Gaws (Map 2.16). They invite you back to their village, so that's where you need to go. Once you return to the village, talk to the Gaw on the top above the weapons shop. She'll tell you that the way to the Hot Springs is through the locked door that was next to where you used the bomb in Wind Cave (Map 2.7). They also tell you where the key is located to open the door to the next level. To get the key, go down the first ladder to your right. Work your way across the water (tap jump twice to jump out)

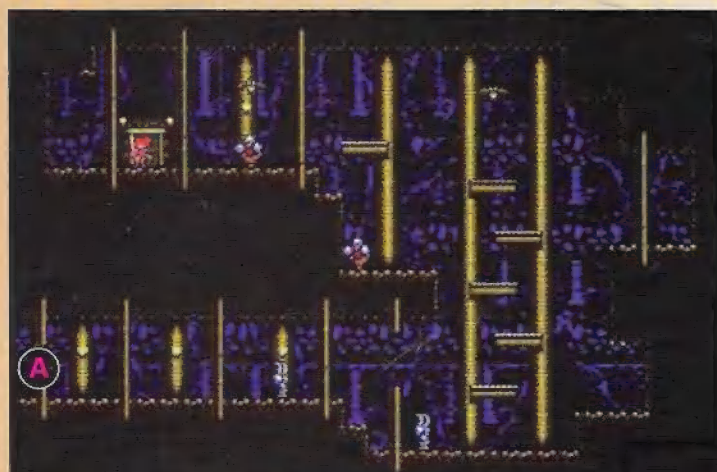
and to the door at the far right of the cave. Talk to the Gaw there to get a few bananas. Enter the door at the end of the cave and exit to your left. You will find three chests (Gold Bullion, Gold Bullion, and THE KEY!). Now that you have the key, backtrack your way to the Wind Cave. On Map 2.18, be sure to climb across the top and drop down to the right side of the bridge. There are jumps on the bridge that cannot be cleared when crossing from left to right. In Wind Cave, return to the locked door (Map 2.7). Use the key and unveil the path to Hot Springs.



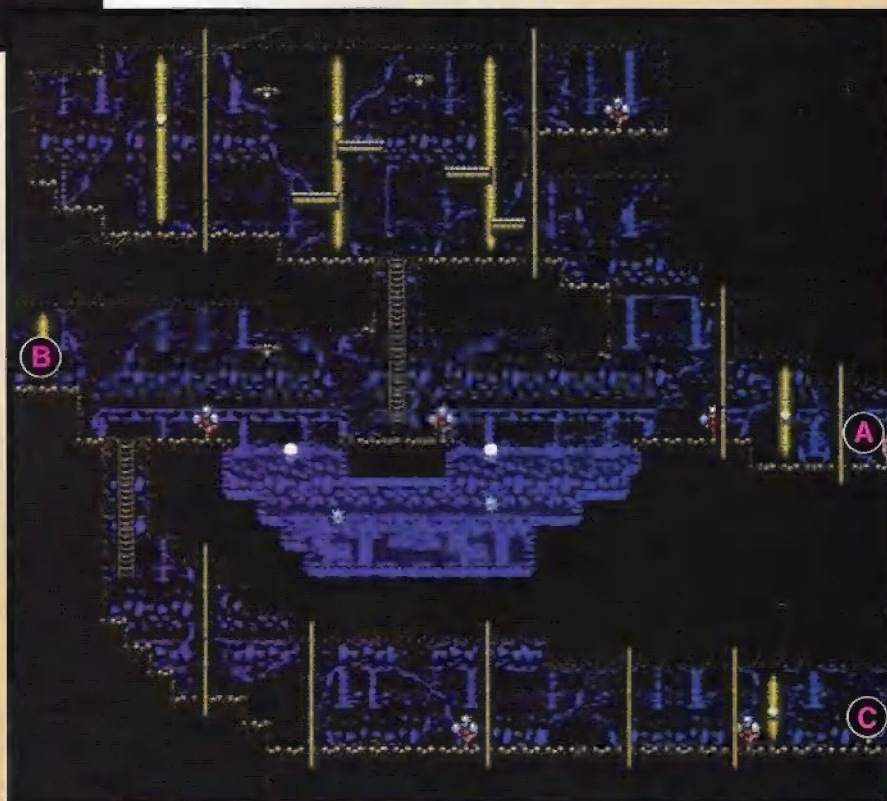
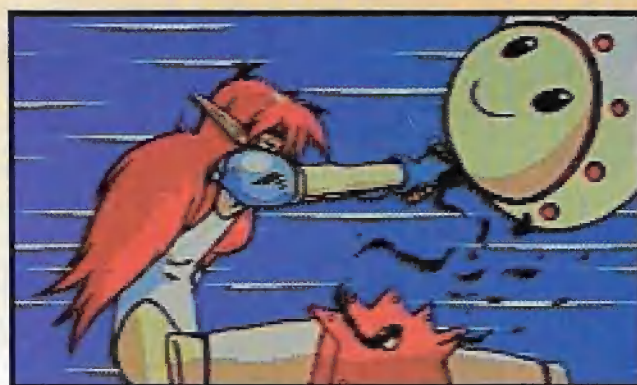
H O T S P R I N G S

Once you enter Hot Springs (Map 2.25), go to your right until you find the first path down. Work your way down and then go to the left into the next room (Map 2.26). Go left through the next room (Map 2.27) — don't go up or down any of the ladders. Go to the far left in the next room and climb the ladder at the dead end. You'll now be in another Gaw town. The Weapon Shop offers the same items available in the previous shop. If you didn't buy any of these at the last Gaw town, it's recommended you pick them up now. You can refill your energy in the Weapon Shop and then safely save your game here. Once you're done shopping, continue right and talk to the Gaw at the end of

the cave. Leave the Gaw town cave (go back to Map 2.26) then go down the first ladder you come upon. To the right is a sign reading "Panic Peak." In the next room (Map 2.28) you want to reach the top-right corner. You can climb up the first ladder, but you'll have to fight more bats and other enemies. It's better to continue right until you can't go any further. You should end up at point 1. Work your way up the platforms but stay as close as possible to the right side of the cave. Look for a path to the right of the cave and jump to it. Keep going right and climb the ladder at the end of the path. You'll find Nuts Cracker here.



2.25



2.26

WEAPON SHOP

Mail Items

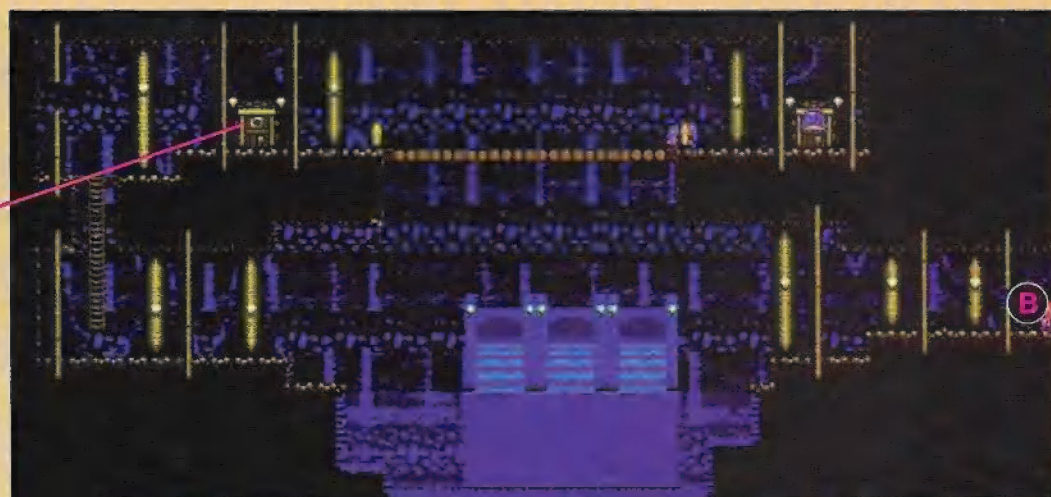
Dagger - 300
Chain Mail - 1200
Round Shield - 1000

Tatto Items

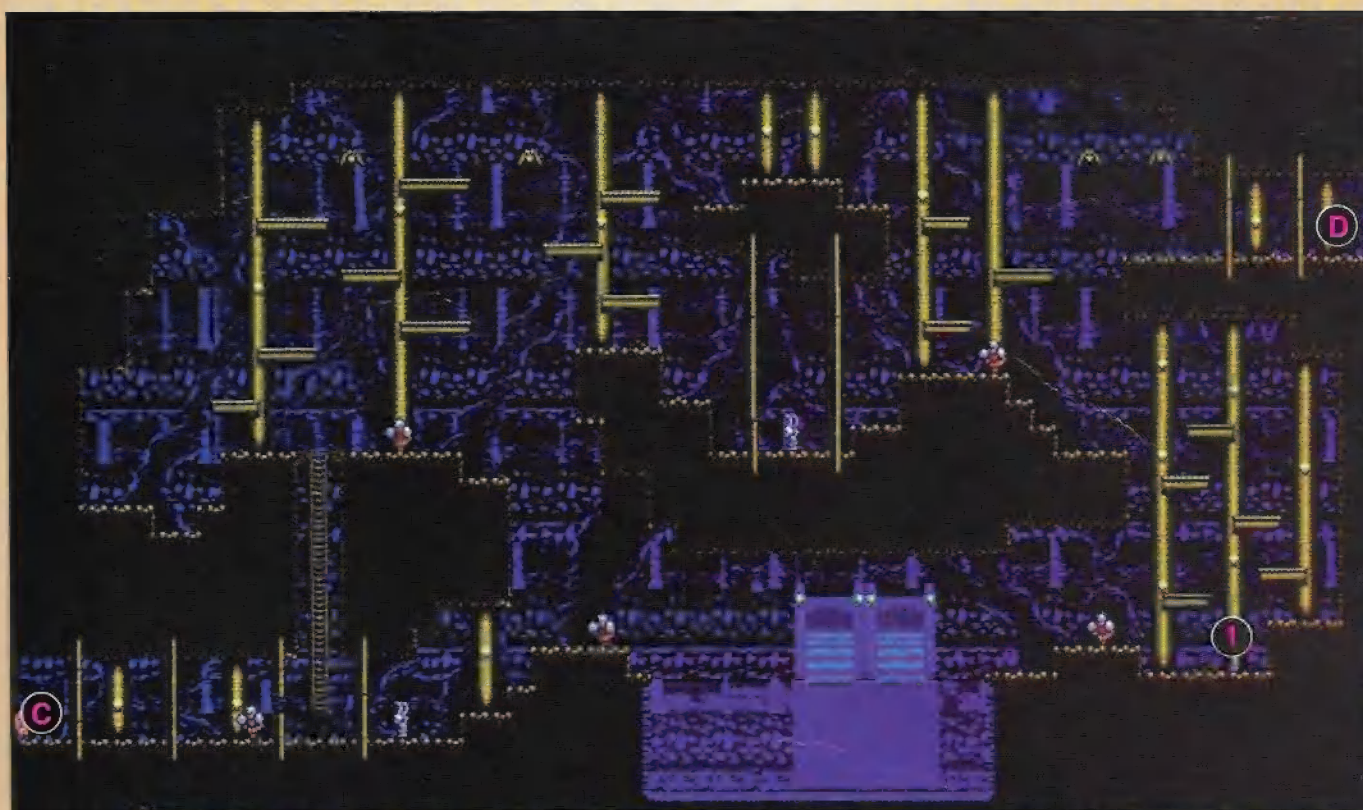
Dyno Cane - 300
Earth Robe - 1200
Earth Charm - 1000

Gaw Items

Tail Attack - 300
Scale Mail - 1200
Iron Band - 1000



2.27



2.28

N U T S C R A C K E R

Hit Points: 100 • Attack Points: 60 • Defense Points: 18 • Gold: 0

Nuts Cracker will appear several times in the game. The first time you meet Nuts, he'll attack you by throwing explosive dolls and swinging his sword at you. You'll want to use Tatt to fight Nuts Cracker since his hits will take off much more damage than Mail's. Keep as far to the right as possible and use Tatt's Dyno Cane to blast Nuts Cracker from a safe distance. Nuts Cracker doesn't have to be on the screen to be hit, so

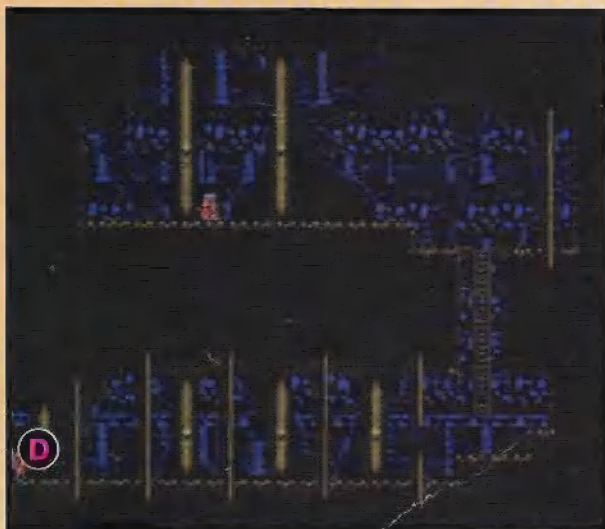
keep firing at him even when you can't see him. Since Nuts Cracker and his dolls won't go all the way to the right, you can take a rest over there if you run out of arms. Take your time and don't be too aggressive — Nuts shouldn't be hard to defeat. After you kill him, enter the door on the far left (Map 2.30) and you're on your way to Deviant Den.



Nuts will attack you by throwing several dolls at you. Be sure to kill them as soon as they appear to keep from being surrounded by them.



By standing here, Nuts can't hit you with any of his weapons. Stay here and jump up to shoot him when it's safe.



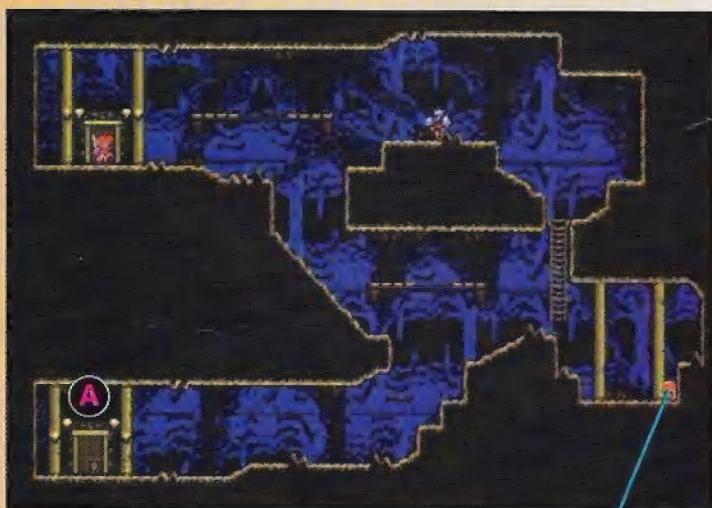
2.29



2.30

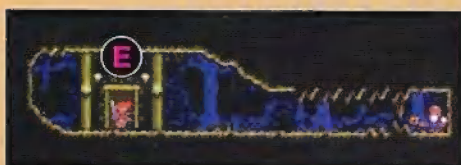
After you kill Nuts, exit through this door to enter the Deviant Den.

DEVIA NT DEN



2.19

TREASURE
Apple



2.21

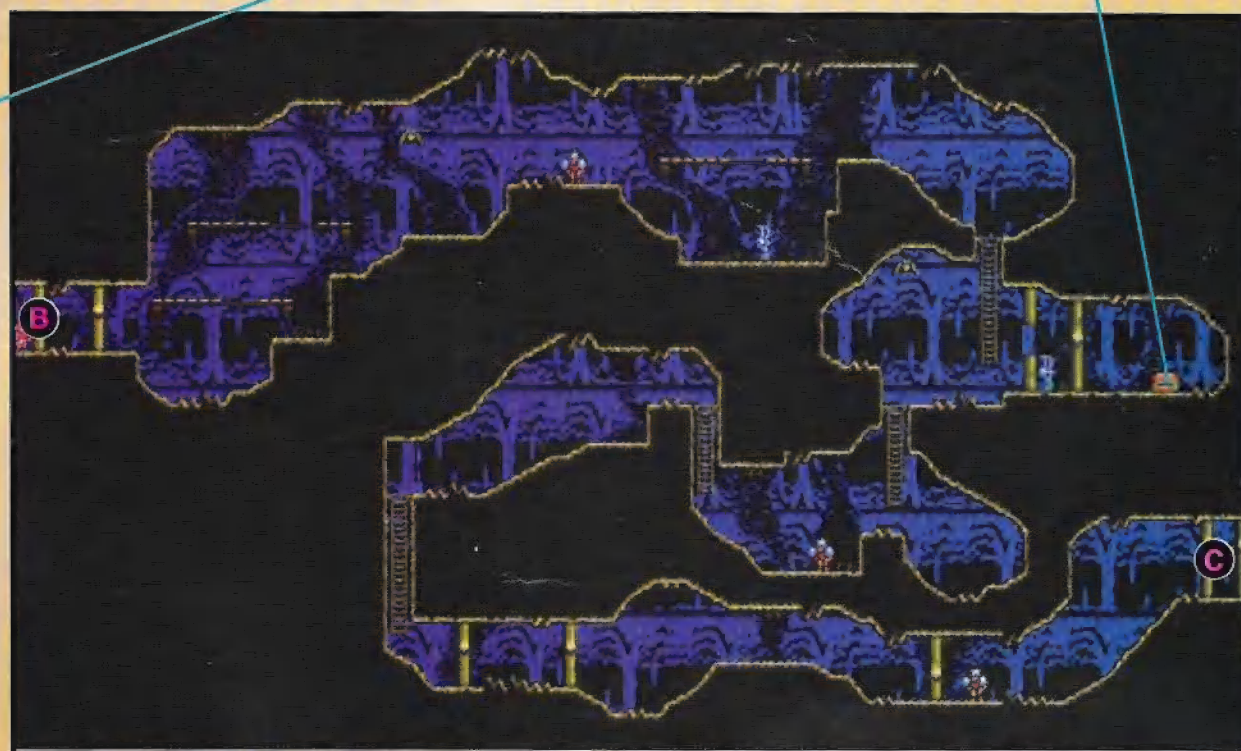
Upon entering Deviant Den, go right until you reach a dead end. Climb down the ladder and look to the right for a treasure chest. Grab the apple out of the chest then go down and to the left from there. Enter the door then continue going right (Map 2.20). Work your way down to the bottom of the pit and you'll see another ladder leading down (the door to the left is locked). Go down and get the apple out of the treasure. Go back up the ladder and continue to the right into the next area (Map 2.22). Continue your way to the right until you get to a dead end with a ladder going down. Climb the ladder and look to the right for a treasure chest with a prison key in it. Go down the ladder to the left and follow the only path. You'll have to go up and down several ladders but there's only one way to go.



2.20

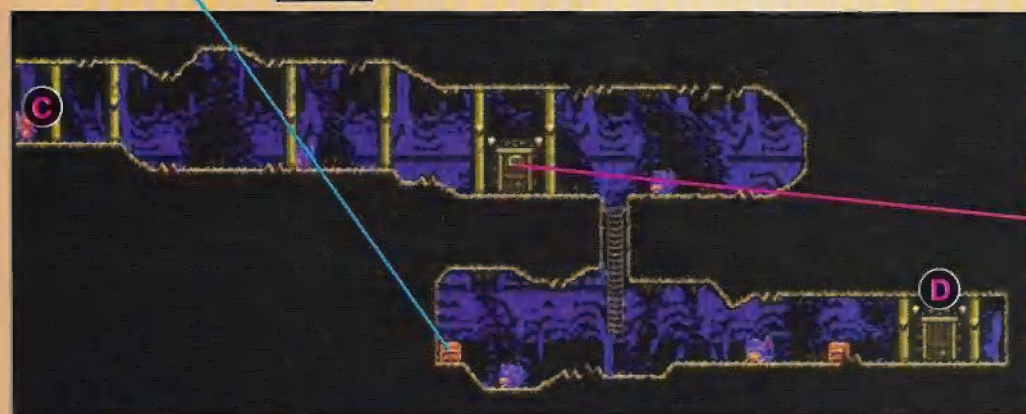
TREASURE
Apple

TREASURE
Door Key



2.22

TREASURE
Banana



2.23

Weapon Shop

Mail Items

Boomerang - 2000
Chain Mail - 1200
Round Shield - 10000

Tatto Items

Electro Cane - 2000
Earth Robe - 120000
Earth Charm - 1000

Gaw Items

Iron Claw - 2000
Scale Mail - 1200
Iron Band - 1000

Eventually you'll find another small Gaw town (Map 2.23). In this town you can buy an Electro Cane for Tatto (2000) and a Boomerang for Mail (2000). If you don't have enough money to get these, we recommend you go back and kill some enemies until you've earned enough. Mail's Boomerang is especially useful when fighting the next boss. Shop 'till you drop and refill your energy here. Go down the ladder and look to the left for a treasure chest with a Banana in it. Go

to the right and talk to the Gaw. Backtrack your way to the locked prison door in the first room of Deviant Den (Map 2.19). Walk through the prison door and you'll find a trapped Muttonhead. Talk to him and then return back to the Gaw. Make sure you refill your energy at the shop and have the Boomerang and Electro Cane by now. Talk to the Gaw and you'll discover Mr. Slick blew it again. Grab the treasure (Gold Bullion) and head into the door leading to the Fire Dragon.

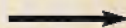
THUNDER DRAGON

Hit Points: 100 • Attack Points: 60 • Defense Points: 25 • Gold: 0

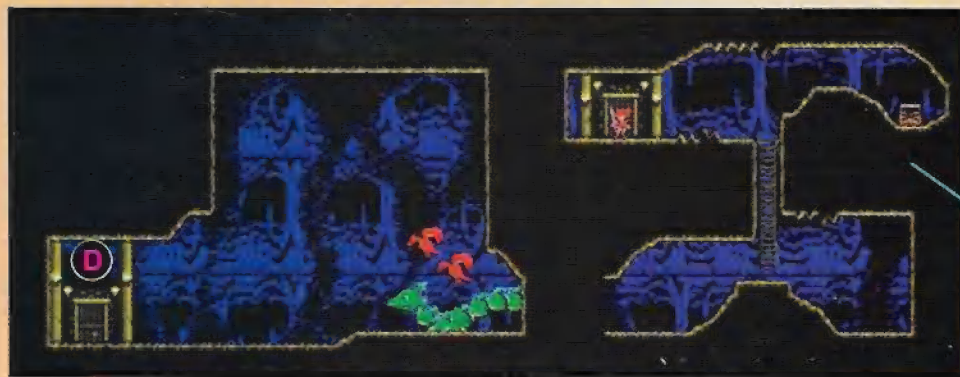
The Thunder Dragon is one of the easiest enemies in the game if you have Mail and her Boomerang. It'll attack by shooting a large white electrical ball at you when you're close to it. At the same time, it'll send two flying red dragons from above. These flying dragons will hover back and forth and attack you if you stand still underneath them. To kill this boss, start by standing at the far left side of the room, by the door. Use Mail's Boomerang and press Up and fire at the lowest flying dragon. You don't need to jump in the air since the Boomerang can be controlled after it's shot. If the flying dragon comes directly above you, move slightly to the side to keep from being hit. Make sure you don't stand right in front of the door when attacking

this dragon, or you'll go out of the boss room when you press Up. After you kill the lowest flying red dragon, move forward a bit, then aim for the higher one. Make sure the Thunder Dragon himself stays off the screen to the right the entire time so he doesn't try to shoot you. After both flying dragons are killed, move slowly to the right until you see the tip of the Thunder Dragon's nose. Aim at his head and fire away. Don't move too far to the right or you won't have enough time to defend against his electro-ball. If he attempts to shoot you, simply jump over it. If you run out of arms, retreat and rest by door to let them refill. Without having to worry about the flying dragons attacking from above, the Thunder Dragon is easy.

Before attacking the Thunder Dragon, kill the two red dragons by standing near the door and shooting multiple Boomerangs up at them. Don't stand still under the red dragons or they'll shoot at you.



Once the red dragons are dead, walk up to the Thunder Dragon and shoot away. Try not to get too close so you'll have time to avoid his flames.



TREASURE
Cherry

2X

After you kill the dragon, return to the Weapon Shop and save your game. Go back and talk with the Gaw. Make sure both characters have full energy (refill at the Weapon Shop if necessary), then return to the spot where you killed the Thunder Dragon and con-

tinue right. Climb the ladder and pick up the cherry out of the treasure chest on the right. Walk to the left and enter the door. This will take you to Panic Peak where you must fight Goradus.

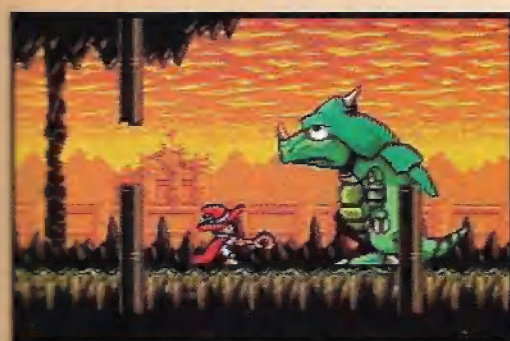
P A N I C P E A K - G O R A D U S

Hit Points: 100 • Attack Points: 60 • Defense Points: 27 • Gold: 0



The main objective in this level is to beat Goradus. Follow the predetermined path until you find him. Goradus is one of the toughest and most time-consuming bosses in the game. When Goradus isn't being attacked, he's a humble old Dragon who paces back and forth harmlessly. Once you finally attack Goradus, he snaps out of his trance and attacks back. Goradus has three different means of attack. He'll stomp on the ground and cause rocks to fall, shoot at you with fireballs, or charge at you. There are several different strategies you can use to defeat Goradus. One of the best methods is to walk up to Goradus and shoot him in the head as many times as possible with your Electro Cane before he wakes up out of his trance. As soon as he wakes up, run to the left and keep running

until all the rocks fall from above. You must start running to the left as soon as you see him start to jump, or the rocks will hit you. After he stomps on the ground, he'll either charge at you or shoot a series of fireballs. If he charges at you, run away to the left. If he shoots the fireballs, hit him as many times as possible while avoiding the fireballs. If Goradus gets too close, stop attacking him and he'll return into his trance and slowly walk back to the right. While Goradus is walking with his back turned, you cannot attack him and cause any damage. You must patiently wait for him to turn around and face you before attacking again. Continue predicting his moves and attacking him when you get a chance, but be conservative.



When Goradus isn't being attacked, he won't attack you! The second you attack him, he'll attack back.



If Goradus starts to jump in the air, immediately start running to the left. If you start running soon enough, the rocks above won't hit you.



Once Goradus starts shooting fireballs, dodge them and attack back. This is the safest time to attack him.



When Goradus is in his trance and his back is facing you, you can wake him up by shooting your cane and guiding it so that it hits the very top of his head.



Use the C button or press START to freeze the game as soon as the rocks fall so you have more time to figure out where to run.



If you have an Amulet, turn it on as soon as you're about to get hit to avoid being damaged. Make sure you turn it off as soon as you're done using it.

Goradus can be one of the most time-consuming bosses in the game, but there is no real easy way to beat him. He requires a lot of practice and patience. There are a few extra things you can try when attempting to defeat him. If you have an Amulet, you can speed things up considerably. Whenever Goradus starts walking with his back turned to the right, simply turn on the Amulet, walk through him, then turn it off and attack him facing left. Once you run out of room, use the Amulet to walk through him and return to the other side of him. Make sure the Amulet is off when you attack or your hits will not take any damage away from him. You can also use the Amulet to protect you when you're about to get hit. If you know you are going to be hit, quickly turn on the Amulet and

become invincible. Once you're safe, turn the Amulet off. Again, only use the Amulet when you need to. If you use the Amulet wisely, you can easily beat Goradus without getting hit. Another tip is to use the C button as a "freeze frame." When you're trapped under a bunch of falling rocks, quickly tap the C or START button and use it to see where the rocks are falling from above. You can then find a safe spot between the rocks. The key to using this trick is to pause the game as soon as you first see the rocks appear on the top of the screen.

Once you defeat Goradus, return to Slick and the Gaw in the previous level. Gaw will now join you on your mission. You'll obtain the hammer from Slick and go get Muttonhead.



Stage Three Enemies

MINE • ZOTH SHRINE • FORT FRYGHT



LION GUARD

Hit Points: 60 Attack: 55
Defense: 5 Gold: 180

Description: The Lion Guard prances back and forth on a set path. If you get too close to him while he's facing you, he'll attack by jumping at you and stabbing with his stick.

FIRE WORM

Hit Points: 80 Attack: 70
Defense: 10 Gold: 180

Description: The Fire Worm is found only in a few places. It'll float around above in more of a free manner than most enemies. They are pretty slow and easy to avoid, but it's just as easy to kill them for the easy money.



DEADSTONE

Hit Points: 85 Attack: 60
Defense: 5 Gold: 200

Description: Another tough-to-predict enemy, this tombstone is dormant most of the time. When you get close, it'll instantly slide forward at you. When it's sliding, you can't attack it! Wait for the stone to return to its dormant stage before attacking.

HIGH PRIEST

Hit Points: 60 Attack: 50
Defense: 10 Gold: 180

Description: The High Priest will appear out of nowhere and shoot a beam from his cane at you. Duck down to block the beam. They can only be attacked when visible, so killing them is a time-consuming process. You may want to pass this enemy up when it's invisible.



SMOKECLOP

Hit Points: 24 Attack: 40
Defense: 0 Gold: 120

Description: These one-eyed cloud-like creatures float back and forth in the sky. They can not be harmed until their eye appears. Once their eye appears, if you're below them, they'll quickly hover on top of you and fire a beam of electricity. Try to pass these guys up.



TREASURE MUMMY

Hit Points: 85 Attack: 90
Defense: 20 Gold: 0

Description: There are two different mummies on this level — both look alike. These mummies will leave behind a treasure chest of gold bullion when you kill them. You can only get four gold bullions from them before you must go sell them at the shop. You can then return for more.

TOTEM POLE

Hit Points: 90 Attack: 75
Defense: 15 Gold: 0

Description: The Totem Pole will constantly rise and fall, leaving behind a bunch of rubble. If you stand too close when it falls, you'll get hit by the rubble. You can safely stand on the Totem's head if you need a step, or you can kill it if it's being used as an obstacle.

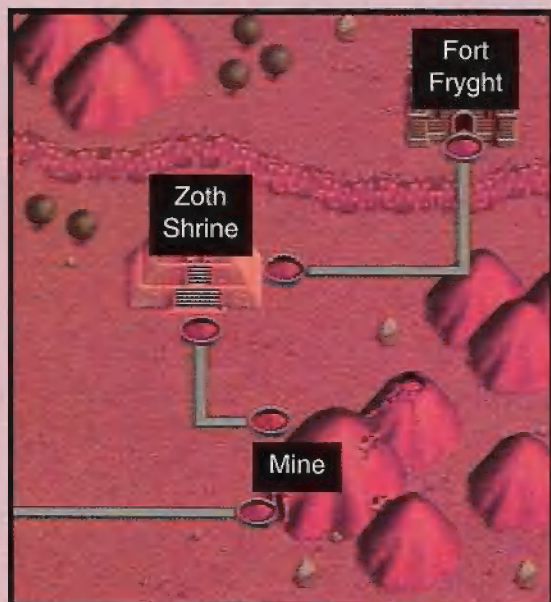


MUMMY

Hit Points: 80 Attack: 70
Defense: 15 Gold: 200

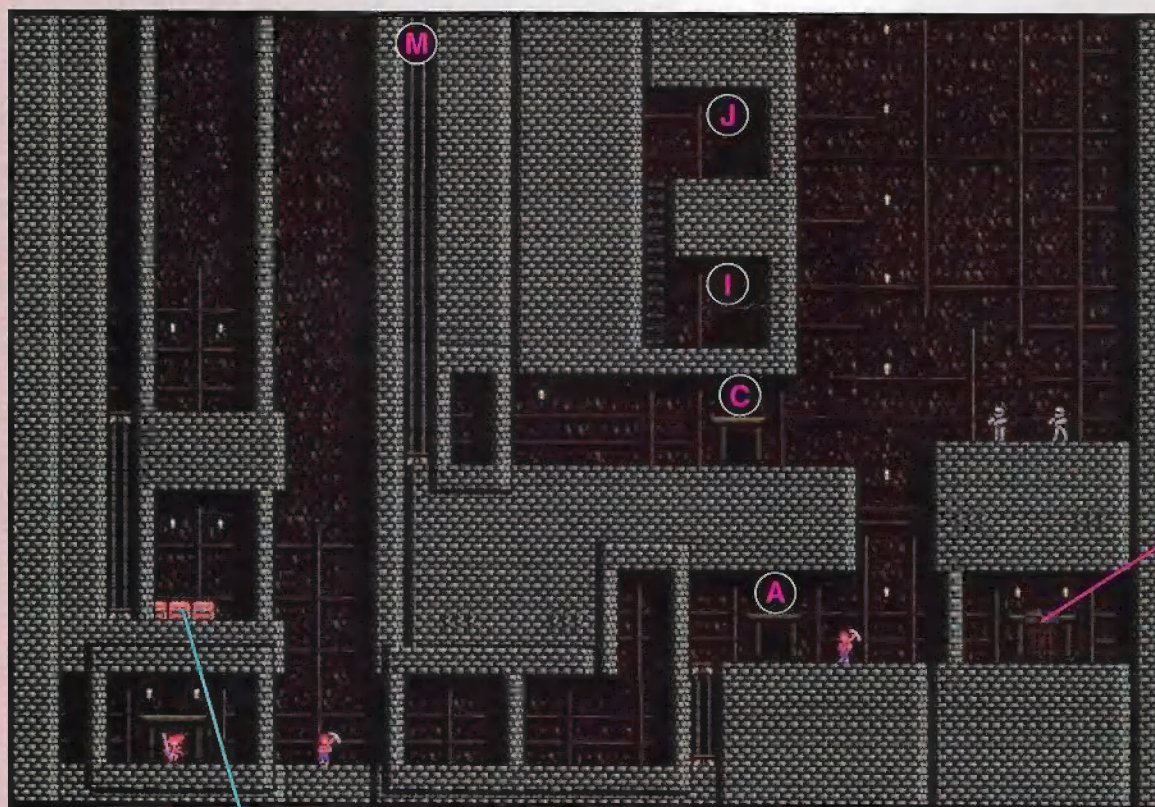
Description: These mummies are just like the treasure mummies except that they give you 200 gold instead of treasure. Unlike the other mummies, they'll continue giving you gold no matter how much you already have.

MINE



AS YOU START THIS LEVEL you'll find several people. We're not going to mention all the miners when you walk by them, but be sure to talk to them anyway. Start off by going as far to the right as possible. You'll come upon a new store. At least buy the Iron Claw for Gaw and some armor as well. If you have enough money, go ahead and buy the new armor offered to Mail. There'll be a place to collect a bunch of gold later in this level so if you can't buy all of Mail's equipment now, don't worry about it. Once you're done buying what you can, walk to the left and enter the first door you see. Exit the door and walk to the far right (Map 3.3). The miner there will fill you in on what is going on. Go back to the left and climb the first ladder. Head to the right and enter the door (to Map 3.4). You'll see some cloud enemies floating above. Don't stand under them when their eyes are out or they'll shoot you with lightning bolts. Enter the door that the two clouds are surrounding (to Map 3.5). Go to the left and enter the next

door you see (to Map 3.1 near two mummies). Go right. There will be a rather large gap you must jump across by using Gaw. On the other side of the gap there are two mummies. Use Gaw's Iron Claw to easily defeat these mummies. Each mummy will give you a treasure chest with Gold Bullion. After you kill both mummies, jump back over the gap and exit through the same door you came in. Reenter the room and go kill the mummies again. Once you have four Gold Bullions in stock the mummies won't give you any more.



WEAPON SHOP

Mail Items

- Boomerang - 2000
- Plate Mail - 1800
- Large Shield - 1200

Tatto Items

- Electro Cane - 2000
- Gale Robe - 1800
- Gale Charm - 1200

Gaw Items

- Iron Claw - 2000
- Plate Mail - 1800
- Steel Band - 1200

3.1

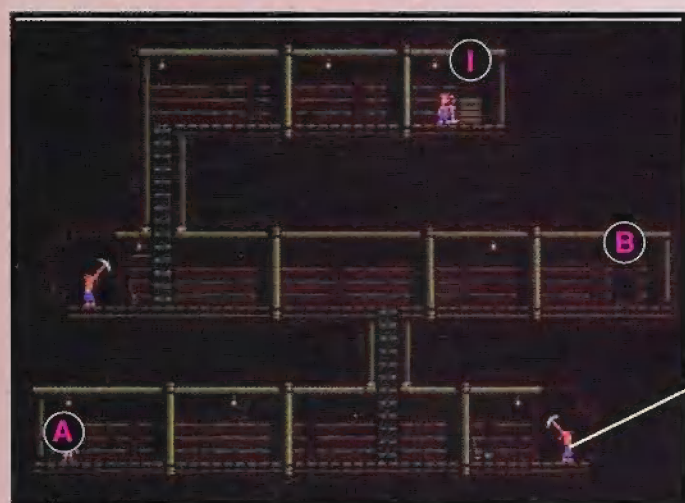
TREASURE

- Gold Bullion
- Gold Bullion
- Gold Bullion

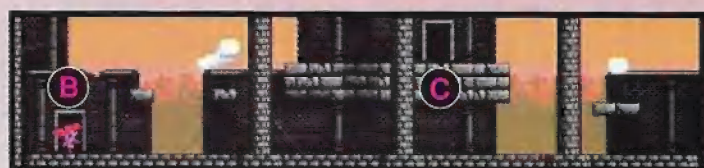
Go back to the shop and sell the Gold Bullion (you can drop down to the shop after killing the mummies). Buy as much as you can for each character. If you still don't have enough money, go back to the mummies and they should give you more treasure now that you're out of Gold Bullion. Do this until all your characters are powered up. You can continue to go back and kill more mummies for gold even after

you have bought everything. Doing so will help you to buy more items in future shops.

Once you're done collecting money, go back to the room with the mummies (Map 3.1). Instead of going right to kill the mummies, go left and up the elevator. Go to the right and through the first door (to Map 3.6). Go up and through the door to get outside (Map 3.7).



3.3



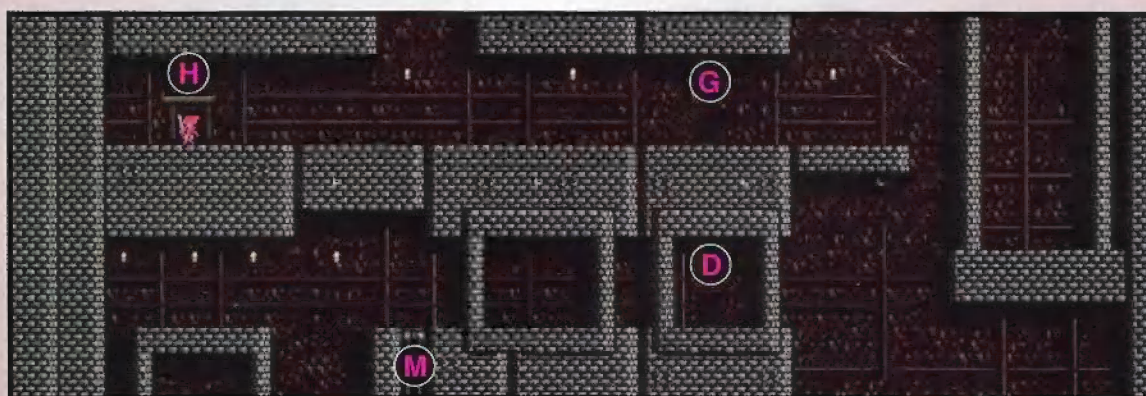
3.4

MINER

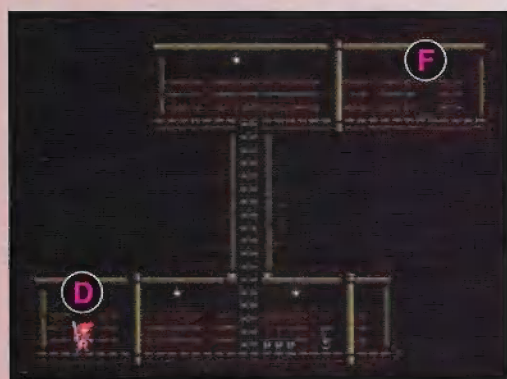
This Miner will request that you bring 4 Gold Bullions. Be sure to collect them from the Treasure Mummies.



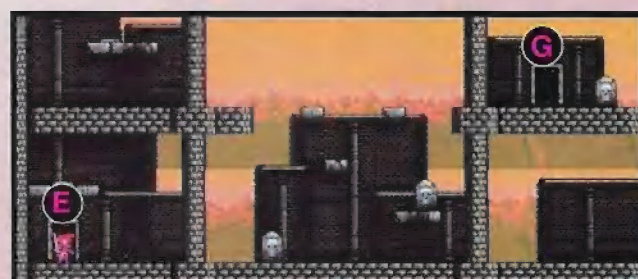
3.8



3.2



3.6



3.7



3.10

TREASURE
Gold Bullion

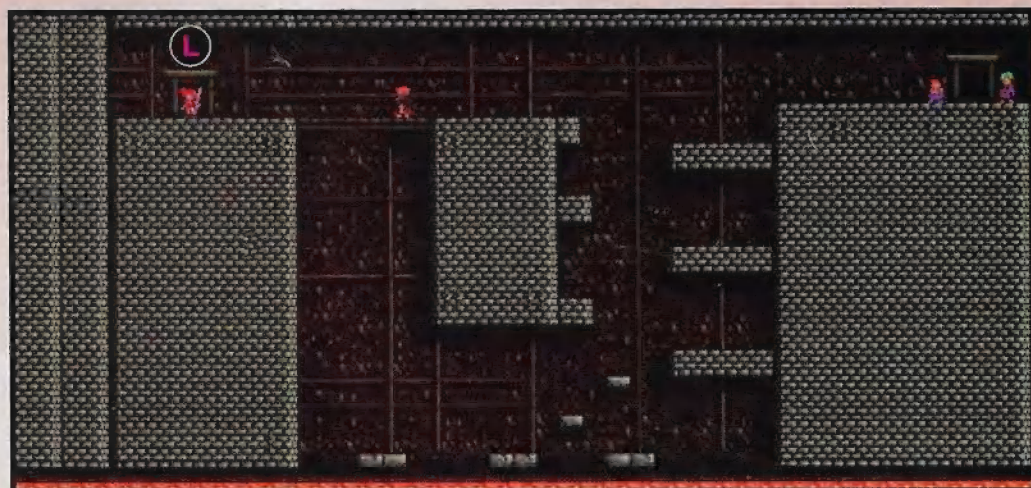
Look for a door towards the top right and go into it (to Map 3.8). Keep going to the left (you'll have to enter a door to Map 3.2, then another to Map 3.10) then continue left until you run into the Dwarf. Talk to him and grab the gold bullion in the chest to the far right. From Map 3.2, jump off the left ledge and drop down to grab the three gold bullions in the chests on Map 3.1. Return back to the shop and refill your energy if needed. It's a good time to save your game also.

From the shop, go to the left and enter the first door you come upon (to Map 3.3). Go to the right and climb the ladder. Head left and climb the next ladder you see. Go right and enter the door which is now open (to Map 3.1 in two small rooms joined by a ladder). Go up and enter the top door (to Map 3.11).

Climb up to find two guards. They'll deny you access to the room they're protecting. Backtrack your way to the miner who was complaining about not being able to find gold. Talk to him and he'll ask for some gold. Make sure you have four gold bullions in stock, then talk to him again. This will automatically give him the gold. Once you give him the gold bullion you will not be able to get any more gold bullion from those two treasure mummies, so make sure you've collected enough money before talking to the miner. He tells you that you can bribe the guards with some dwarf craftsmanship. Head back to the Dwarf and talk to him. He'll give you a trinket to bribe the guards. Take this trinket back to the guards. Be sure you save the game right before you talk to the guards.



3.12



3.14



Jump up in sync with the flames to easily kill them using Gaw.



3.13

After you give the trinket to the guards, they'll allow you to talk to Lord Venuncio (Map 3.12). The story will unfold a bit and you'll find yourself trapped in a room with a bunch of platforms over a pool of fire. In order to make it out of the room you must destroy all the flames jumping out of the lava. Use Gaw and his Iron Claw to destroy the flames. Start at the far right of the room and work your way back to the left. You must hit the flames perfectly in the head twice to destroy them. If you're having trouble hitting the flames, try

jumping up in sync and hitting them in the air. To keep from falling in the lava you must consistently kill two flames for every level of brick breakage. Once you survive the happy flames of death trap, exit the room to your left and enter the first door you come upon. Walk to the right and talk to Lord Venuncio (Map 3.13). Work your way to the top and then continue to the right. You'll find the Dwarf there along with Slick. After you're done talking (Map 3.14), continue out the door and you're off to Zoth Shrine.

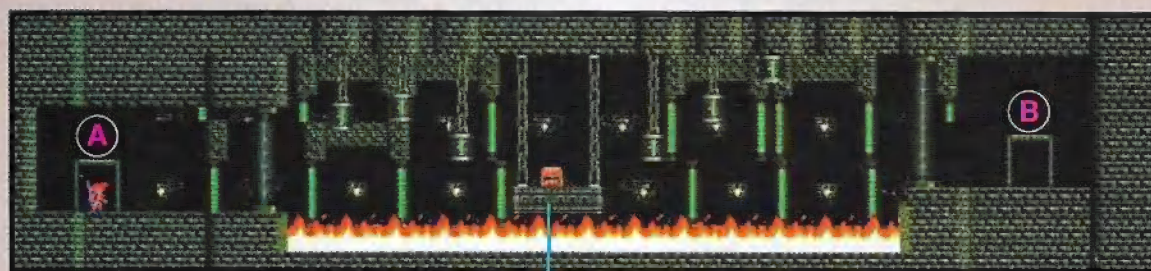
Z O T H S H R I N E

Enter the shrine using Gaw and continue to the far right of the level. There you'll find a treasure chest with a Banana in it. Go back to the left and enter the

door. Go right to find a treasure chest with an apple in it. Continue back to the left and enter the door. You'll meet Lord Venuncio.



3.16



3.17

TREASURE
Banana

TREASURE
Apple

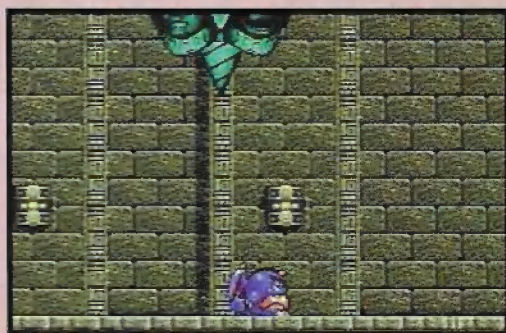
M Y T H R I L G O L E M

Hit Points: 100 • Attack Points: 60 • Defense Points: 25 • Gold: 0

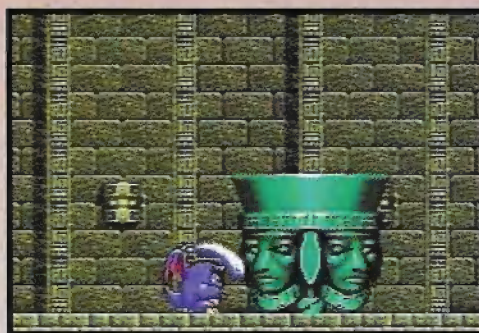


Now you'll have to fight the Mythril Golem created by the Dwarves. Use Tatt to battle the Golem. The Golem has three means of attack. If you stand under it, it'll come down and try to crush you. The Golem will also fire two different kinds of projectiles at you. The basic strategy to defeating it is to stand under it for a second then move out of the way and allow it to

smash right beside you. While it's on the ground, shoot it with your Electro Cane. When the Golem goes back into the air, position yourself underneath it again so that it'll come back down, but be sure you get out of the way once it does. Hit it again and repeat this process until one of the head's energy reaches zero. Move to the other side to work on the other head, but be ready to change your attack when the boss reaches 50 hit points. It'll start bouncing up and down a few times, then it bounces around the screen, but if you switch to Gaw quickly enough you can hit it rapidly with five hits before it moves horizontally and knock it out. If you miss, switch to Tatt and time your Electro Cane to hit it when it's on



Stand under the Mythril Golem to lure it down. Don't move too far under it so you'll have time to move out of the way.



Once the Golem smashes down beside you, attack it with Tatt or Gaw. Gaw's hits take off more, but Tatt's speed helps him move out of the way of the falling Golem.

the ground, or aim your shots up to hit it diagonally. Try to keep it on the screen at all times so you can see where it is bouncing from and give yourself enough time to get out of the way.

Once you've defeated the Golem, switch to Gaw — you'll need his jumping abilities. Exit to the left

through the door on the top. You'll enter a room with a few swinging maces. Work your way to the left of the screen and exit through the door (to second floor of Map 3.16). Walk to the left, go up the ladder, then go to the right. You'll encounter Sven T. Uncommon.

S V E N T . U N C O M M O N

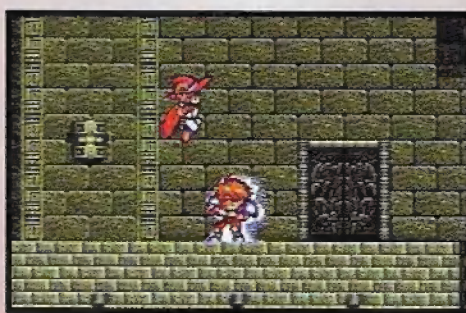
Hit Points: 100 • Attack Points: 60 • Defense Points: 27 • Gold: 0

Sven is one of the most interesting and most hilarious characters in the game. He talks like a mix between Arnold Schwarzenegger and the popular Saturday Night Live characters in the Hanz and Franz skit. You'll encounter Sven several times throughout the game. On this level, Sven attacks with three different patterns; each are very predictable and easily countered. If Sven runs at you, simply jump over him then turn around and fire at him. Don't jump before you see him move, since the time between his flashing and his charge forward varies each time. When Sven throws either one of his two projectiles simply stand still and block them by ducking down and facing

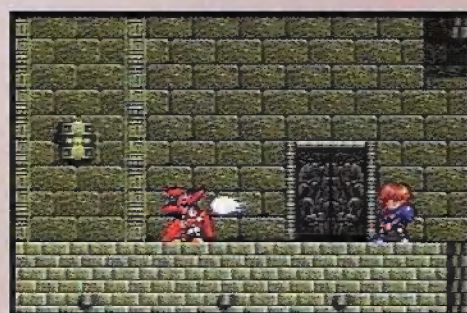
them. You must stay still and be in a defense position immediately after he fires his projectile or you'll get hit. Make sure you don't stand too close to Sven when fighting or you won't have time to predict his charge move. At the same time, don't move too far away from Sven because if he's out of sight you won't be able to defend against his next attack as you see it coming. Between his attacks there is plenty of time to shoot at him. You can use Mail and her Boomerangs or Tatt and his Electro Cane to defeat Sven. Each hit from their weapons will take three hit points off of Sven. The Boomerangs don't reach as far as the Electro Cane, but you can shoot up to four Boomerangs at once.



Sven will attack three different ways. If he shoots these fireballs at you, duck down to block them. Make sure you start blocking the second you see him throw the first or you may get hit, even when ducking.



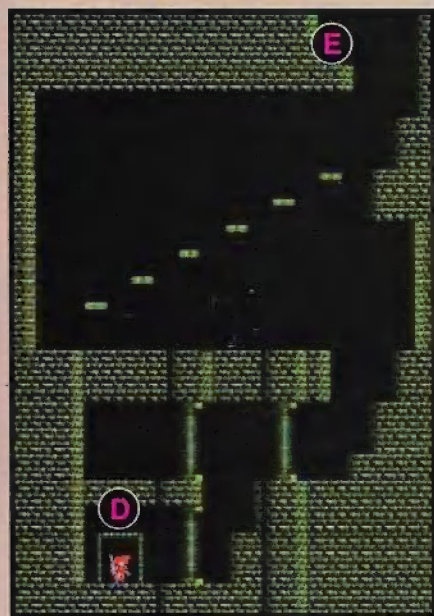
When Sven charges up, get ready to jump over him. Sven will sometimes charge longer than others, so make sure you jump once you actually see him start to move.



When Sven fires this projectile, simply duck down and block it or jump over it. This is the easiest of his attacks to avoid.

After Sven is history enter the door. You'll come upon a series of revolving planks (Map 3.19). The planks turn over every two seconds so time your jumps accordingly. Continue to go up through Map 3.20, 3.21 and 3.22. There will be a straightforward path you must follow. The blocks that fall from the ceiling on Map 3.22 will form into totem poles, and destroying them can gain you a gold bullion now and then. Eventually you'll find a healing shop (Map 3.23). Be sure to stock up on fruit and, if at all possible, buy

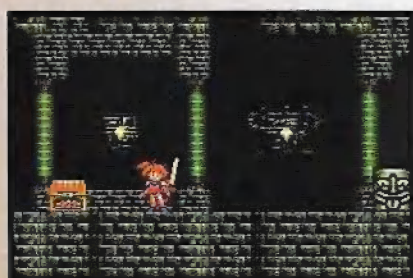
an amulet. Save your game and continue to the left. You'll run into an invisible shield. The chief dwarf will eventually take you to read the wall of Shikra. After you finish chatting, continue to the right and make your way down the path. You'll enter a door and continue to the right (Map 3.24). There will be some planks with faces on them. Jump across these planks quickly because if you stand on them too long a spike will come out of them and hit you.



3.19



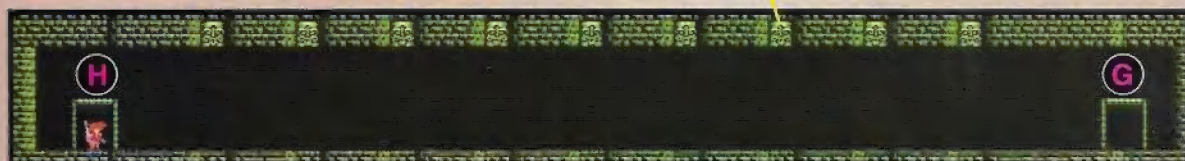
3.20



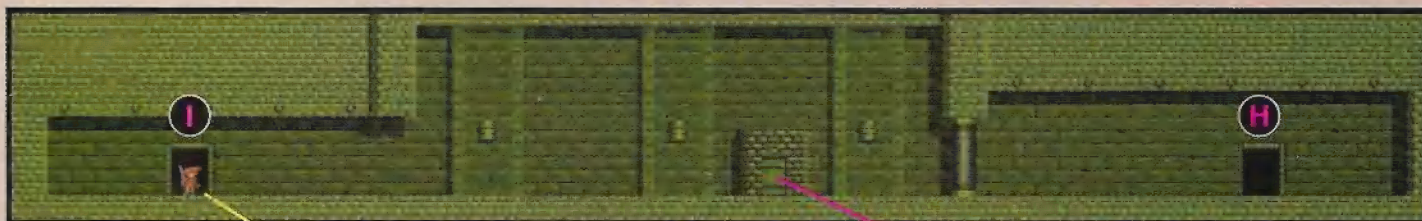
Killing these Totem Poles will sometimes result in a Gold Bullion.



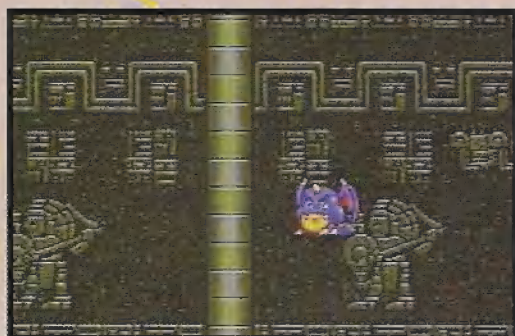
3.21



3.22



3.23



You'll be taken to this room where you'll talk to Mumbles. There is no floor to walk on (you walk on air) which makes it nearly impossible to map. Once the story unfolds, exit to the right.

WEAPON SHOP

Mail Items

Boomerang - 2000
Plate Mail - 1800
Large Shield - 1200

Tatto Items

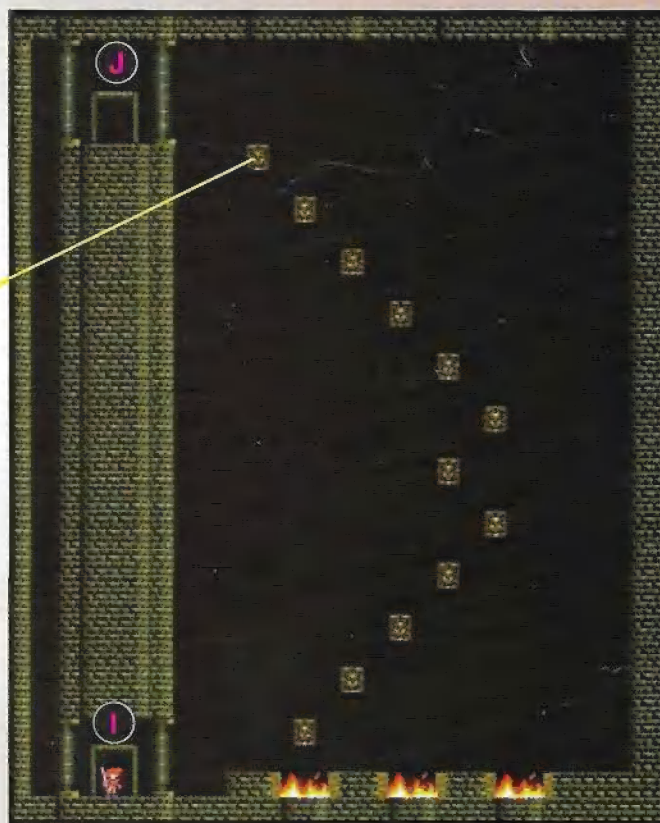
Electro Cane - 2000
Gale Robe - 1800
Gale Charm - 1200

Gaw Items

Iron Claw - 2000
Plate Mail - 1800
Steel Band - 1200



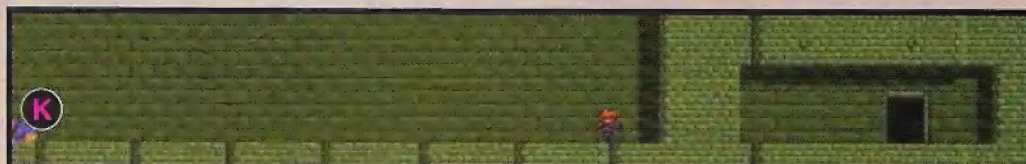
Look out for these platforms. If you stand on them too long a spike will shoot out causing you to fall down. To avoid this, jump quickly from platform to platform using Gaw.



3.24



3.25



3.26

C H A R G O N

Hit Points: 100 • Attack Points: 70 • Defense Points: 25 • Gold: 0

The next time you encounter Sven (Map 3.25), he'll transform himself into Chargon. Chargon isn't much of a boss if you fight him with Tatt. Stand on the first fold in the wall in front of Chargon (see screen shot). If you're in the right spot, you'll block the projectiles from the lower skull while those from the higher skull go over your head. Wait for Chargon to throw his sword (duck down to block while waiting) and before

his sword returns press up and shoot your Electro Cane. Aim at Chargon's chest right below his head. If you try to hit Chargon while he has his sword it'll be deflected. If he fires from his skulls, simply stay ducked and if you're in the right spot, you'll block all the fireballs. Once you defeat chargon, exit through the door on the right.



Chargon is one of the easiest bosses in the game. The only time he is vulnerable for attack is when he throws his sword.



As long as you stay ducked in the exact spot shown, you'll be able to block all of Chargon's fireball attacks. Fireballs fired from the top skull will glide over you while fireballs fired from the bottom skull will be blocked.



When Chargon's sword is safely off the screen, shoot a fireball from your cane and aim at his chest. Don't be greedy — only attack once per sword throw or you'll risk getting hit by the returning sword.

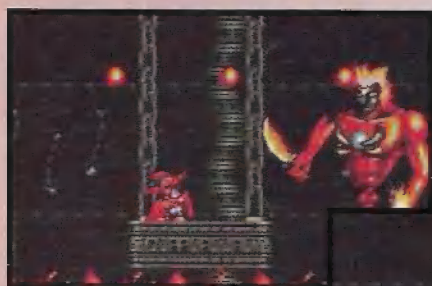
FORT FRYGHT - FIRE GOLEM

Hit Points: 100 • Attack Points: 70 • Defense Points: 25 • Gold: 0

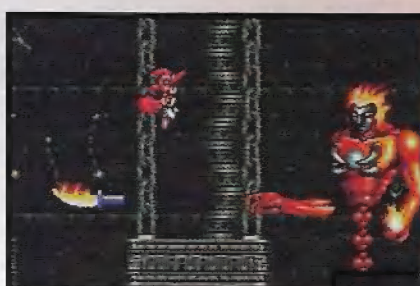
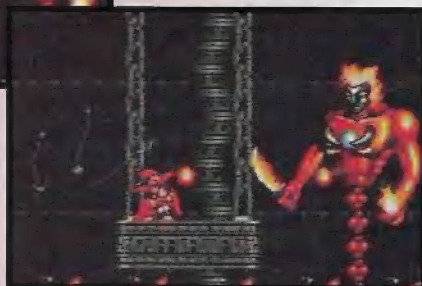
Go down the ladder and take the first path to the right. Keep going right and you'll find Sven who will transform into Fire Golem. This is the last time you'll be forced to fight Sven. The Fire Golem will attack by throwing a series of small fireballs at you which cause the ground to burst into flames when they hit. He'll also throw a sword at you occasionally. To easily beat him, use Tatt. Stand about one body's length away from the left side of the platform nearest the Golem (right beside the right part of the chain — see picture). If you're in the right spot, you'll be able to duck down and block both sets of fireballs he throws. Jump up

and aim at his chest. Look out for his sword when he throws it, then jump over or duck under it depending on where it's thrown. Take your time and jump to attack only when you know it's safe.

Once you extinguish the Fire Golem, head back to the left. You'll find a new ladder on your way back. Climb it and collect the treasure (Apple, Banana, Melon). Climb back to the far left of the room and go down the ladder. You'll find Mumbles there. Press up on the control pad to rescue him and continue on to the next level.



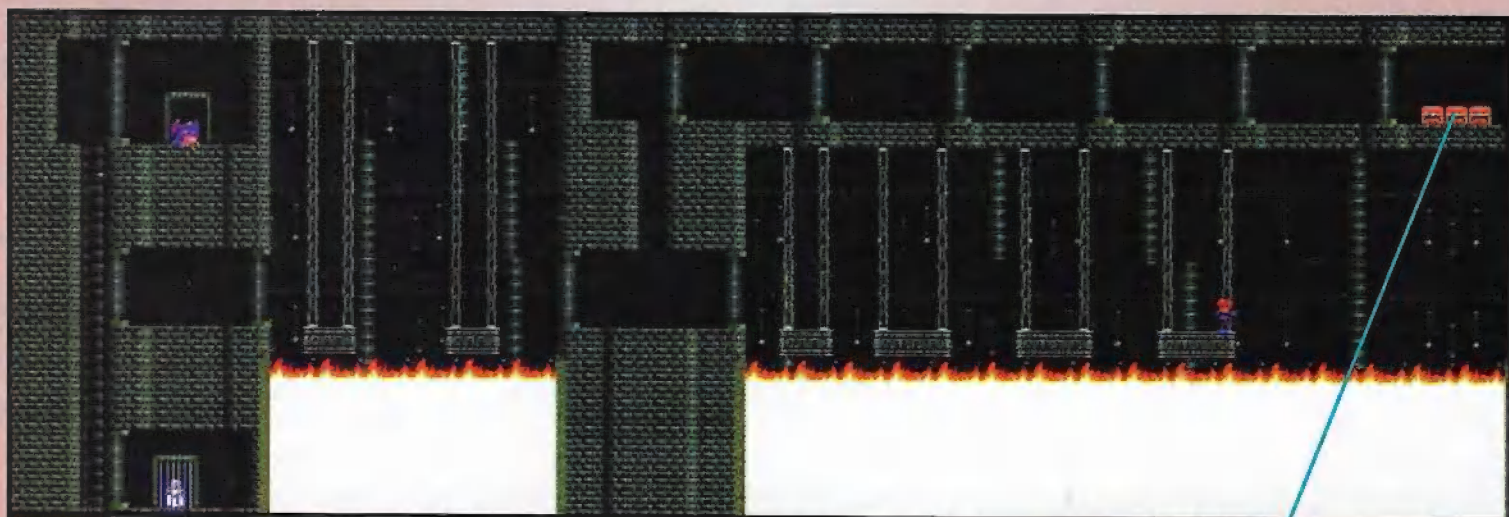
Position yourself on the screen exactly where shown. As long as you stay in this spot and block, Fire Golem will not be able to hit you with any of his fireballs.



When Fire Golem throws his sword, jump straight up into the air to jump over it and land in your safe spot.



Jump up in the air when it is safe and aim at Fire Golem's chest to damage him.



3.27

TREASURE

Apple, Banana, Melon

Stage Four Enemies

ICYCL • MT. RIP • GYP SHIP • CRYSTAL PALACE



BULLET CATCHER

Hit Points: 50 Attack: 60
Defense: 10 Gold: 100

Description: When you attack this fella be sure to use a short range weapon or attack him from behind. If you use a projectile he'll simply eat it up.

SNOW MAN

Hit Points: 55 Attack: 65
Defense: 10 Gold: 200

Description: These little enemies are very agile and will jump on you if you're not careful. Use a projectile from long range to safely eliminate them.



SNOW KID

Hit Points: 60 Attack: 100
Defense: 17 Gold: 300

Description: Don't let these enemies give you a blow — they'll freeze you into a solid block of ice and take away tons of energy. When they're not attacking, they can't be attacked. It is sometimes easier just to pass these up while they're dormant.

SWORD PIRATE

Hit Points: 77 Attack: 80
Defense: 10 Gold: 250

Description: Look out for the sworded pirate's deadly short-range attack. Use a long-range weapon to easily do away with him.



ARROW PIRATE

Hit Points: 70 Attack: 60
Defense: 17 Gold: 250

Description: The Arrow Pirate will shoot an arrow at you every few seconds if you get in its line of fire. You can block the arrow with your shield by ducking and attack it in between shots with a long-range weapon.

WIND FOX

Hit Points: 55 Attack: 60
Defense: 12 Gold: 200

Description: The Wind Fox will shoot a harmless gust of wind out when you get too close. The wind will push you back, sometimes causing you to fall off a cliff. Walk up to them and attack quickly to keep this from happening.



SNOW MACHINE

Hit Points: 75 Attack: 65
Defense: 10 Gold: 240

Description: Look out for the Snow Flakes that these guys shoot out at you — they'll temporarily freeze you with one hit. You can safely walk on their head and attacking them is fairly easy with a short-range weapon.

WEASEL

Hit Points: 72 Attack: 60
Defense: 0 Gold: 200

Description: This enemy is similar to the Snowman. Attack them quickly with a long-range weapon to get rid of them.



DAGGER PIRATE

Hit Points: 75 Attack: 70
Defense: 15 Gold: 250

Description: The Dagger Pirate only attacks from close range but his hits take off quite a bit of energy. Attack them from a distance and don't let them jump on you when you get close.

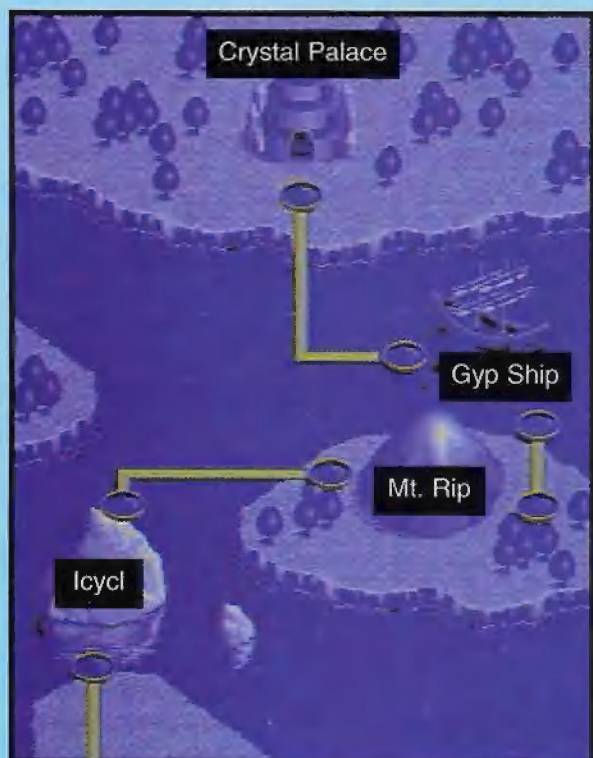
CABIN BOY

Hit Points: 30 Attack: 40
Defense: 0 Gold: 1

Description: When you approach this enemy he will walk up and roll a barrel at you. The barrel is harmless until he touches it, at which time it will damage you even after it stops rolling. Try to kill the Cabin Boy before he rolls the barrel to keep it from becoming active.



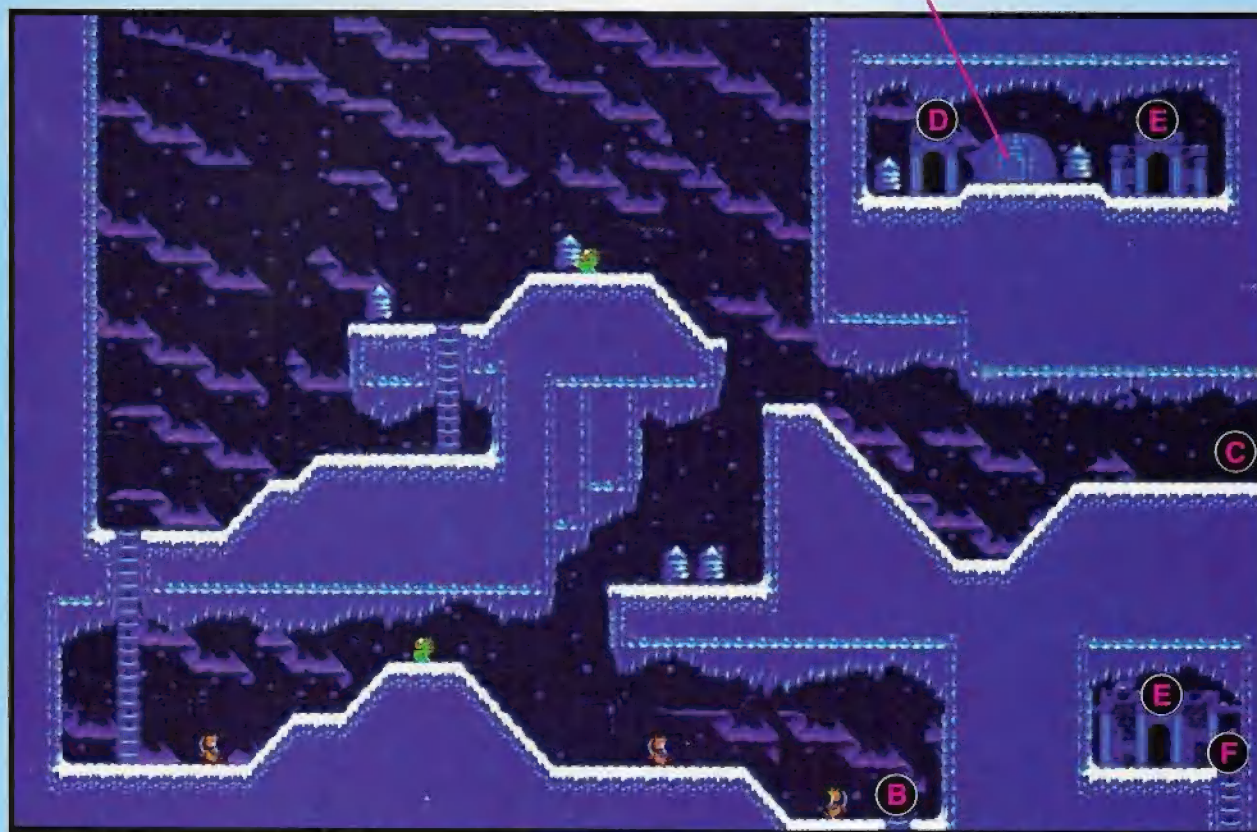
ICYCL



4.6

WEAPON SHOP

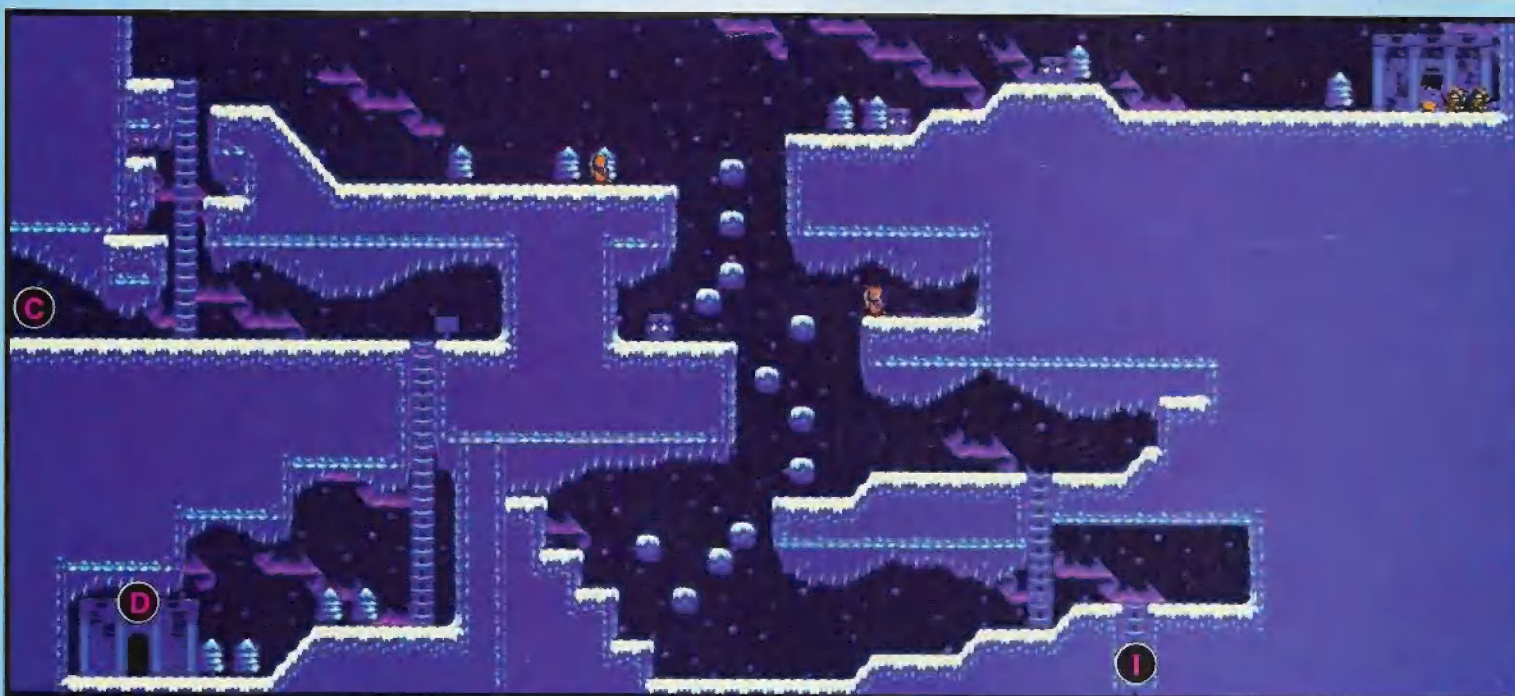
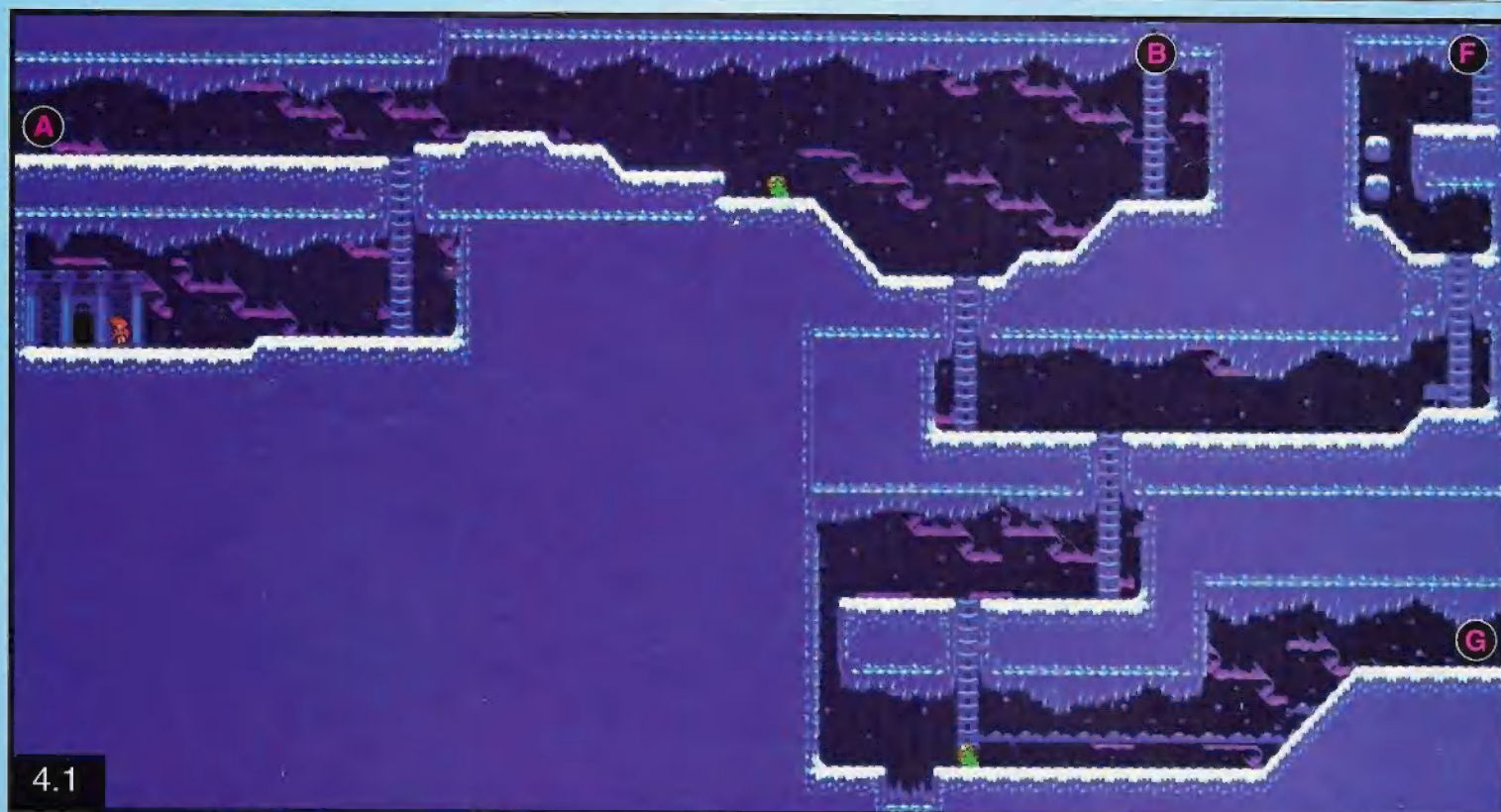
<i>Mail Items</i>	<i>Tatto Items</i>	<i>Gaw Items</i>
Flame Sword - 3000	Star Cane - 3000	Fire Breath - 3000
Silver Mail - 2400	Moon Robe - 2400	Silver Mail - 2400
Large Shield - 1200	Moon Charm - 2400	Silver Band - 2400



4.2

AT THE BEGINNING OF THIS LEVEL you'll be taken captive (Map 4.6). Once you are released, go to the right and up the ladder. Make your way to the left and up the next ladder. Go right to Map 4.1. Continue to the right until you get to a ladder going up, and climb it to reach Map 4.2. Continue left until you get to the next ladder, go up, then continue right. Climb the next ladder and keep going right. You'll go up a ladder with an x-mas tree on the platform beside it. Now walk quickly to the right and allow yourself to

run off the edge of the platform. You should end up landing in another path going right. If you fall all the way down you'll have to backtrack your way to the top. Continue going right on the path to Map 4.5 and you'll end up finding a sign leading to the next town. Go down the ladder and enter the new town (top-right of Map 4.2). If possible, try to pick up everything in the Weapon Shop. You may have to go around and kill some enemies to get enough money.

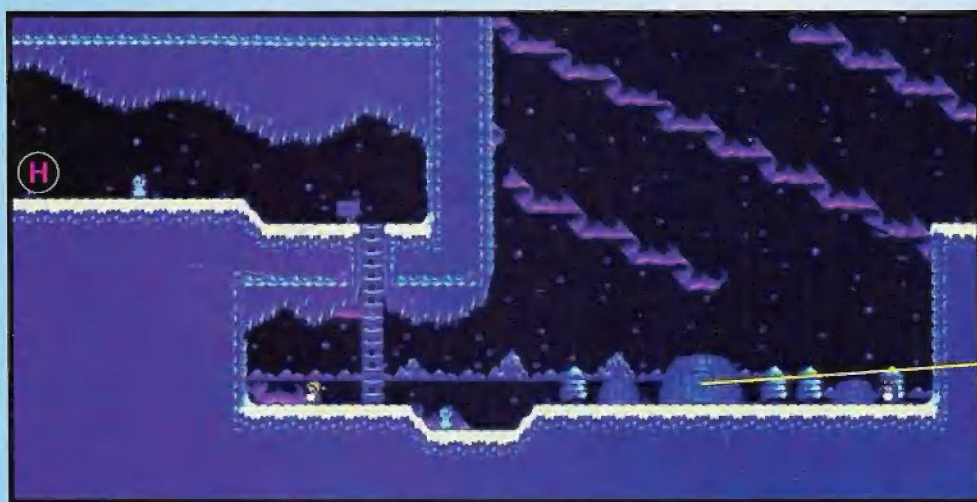


When you're finished shopping, continue out the door on the right to the bottom-right of Map 4.2. Go down the ladder into the top-right corner of Map 4.1. Make your way down until you're forced to go left. Go down the first ladder you come upon and continue going left. Go down the next ladder you come upon then go right into Map 4.3. Continue going right until you come upon a second set of platforms leading up. Work your way up them and keep going right. Go down the first ladder you come upon and continue right to

Map 4.4. You'll come upon another sign. Go down the ladder to find the healing shop and a new town. Stock up on goodies in the Healing Shop. Exit this area by going back to the left and up the two ladders. Go up the ladder on the right and then continue to the left and up the next ladder to Map 4.5. Climb the next ladder on the left and you'll find another series of platforms. Work your way all the way to the top of these platforms then continue to the right. You'll come upon two Chilly guards who will let you into the next level.



4.3

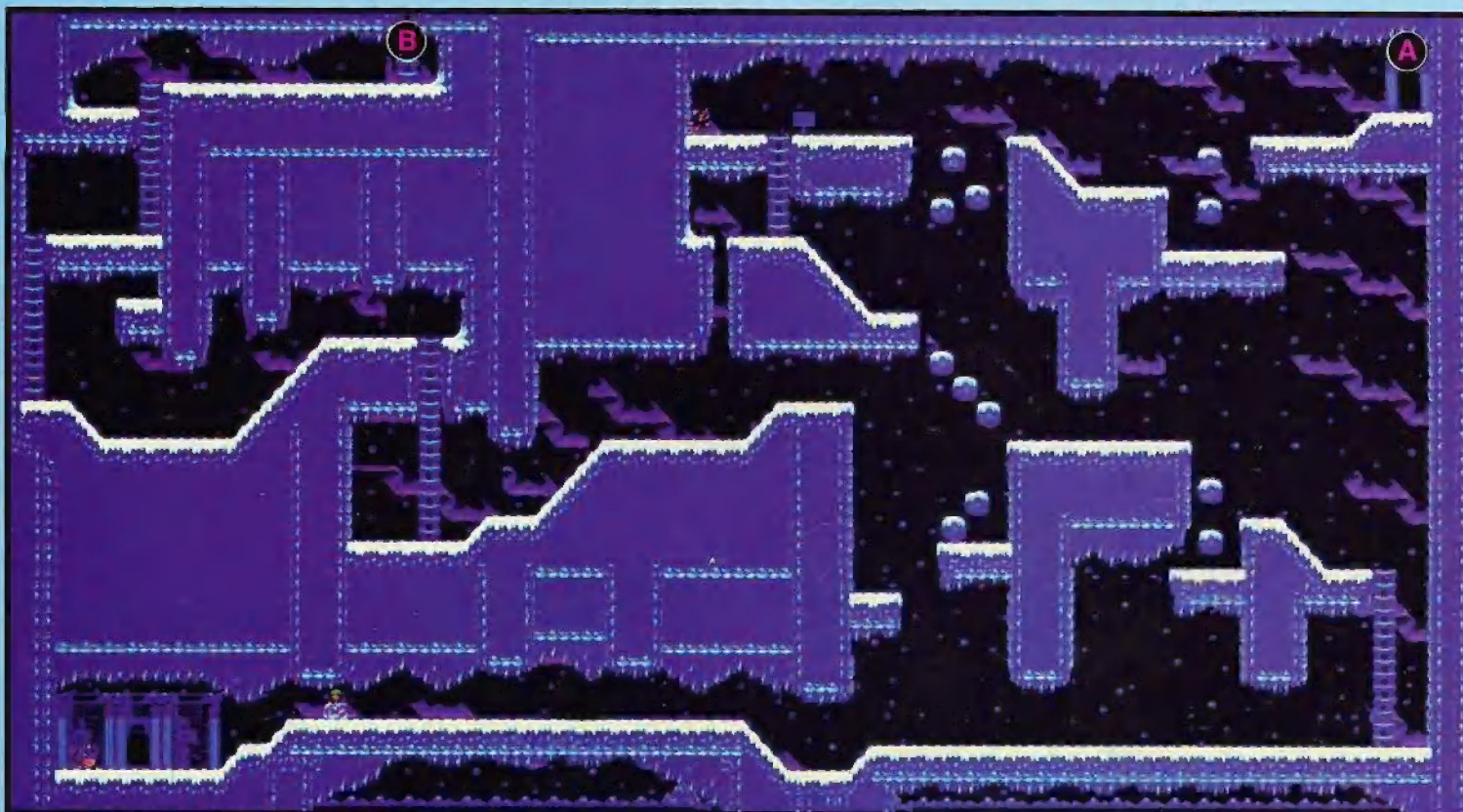


4.4

HEALING SHOP

Helmet - 300
Stone Shoes - 250
Spiked Boots - 400
Apple - 270
Banana - 360

MT. RIP



4.7



4.10

WEAPON SHOP

Mail Items

Flame Sword - 3000
Silver Mail - 2400
Large Shield - 1200

Tatto Items

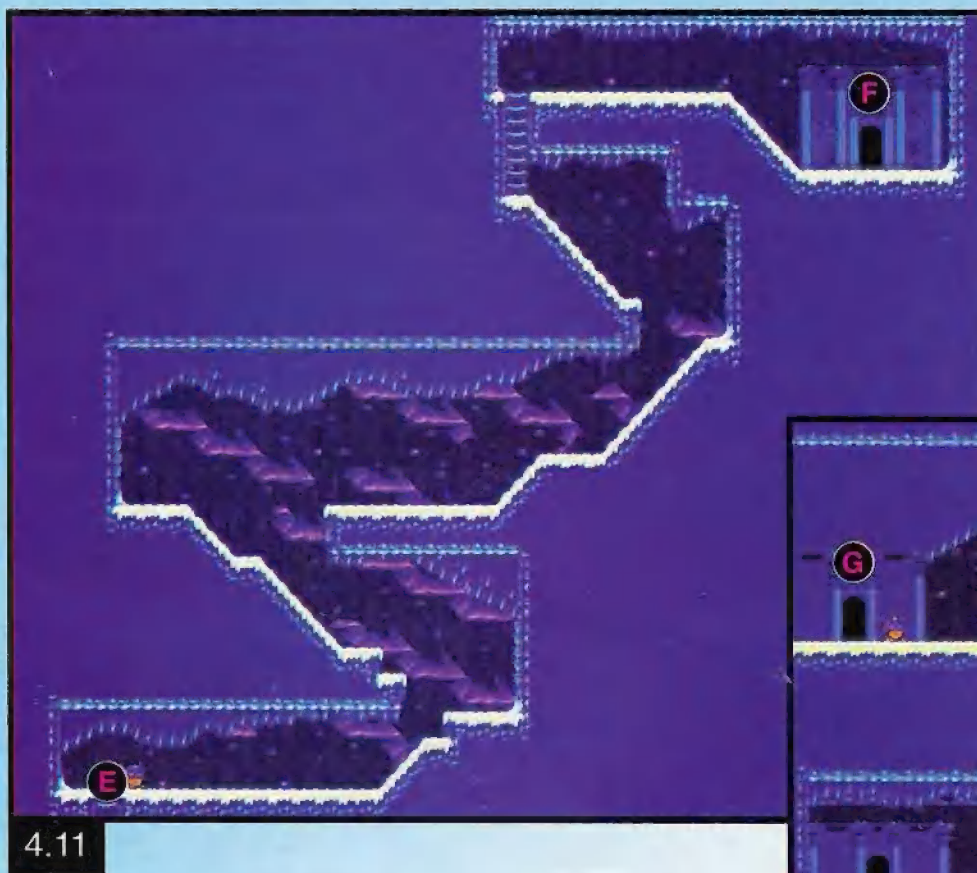
Star Cane - 3000
Moon Robe - 2400
Moon Charm - 2400

Gaw Items

Fire Breath - 3000
Silver Mail - 2400
Silver Band

HEALING SHOP

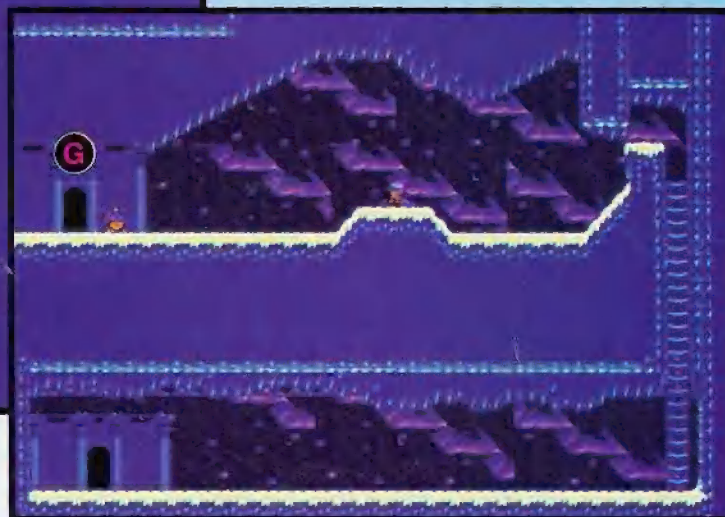
Ice Shoes - 250
Spiked Boots - 400
Banana - 360
Melon - 450



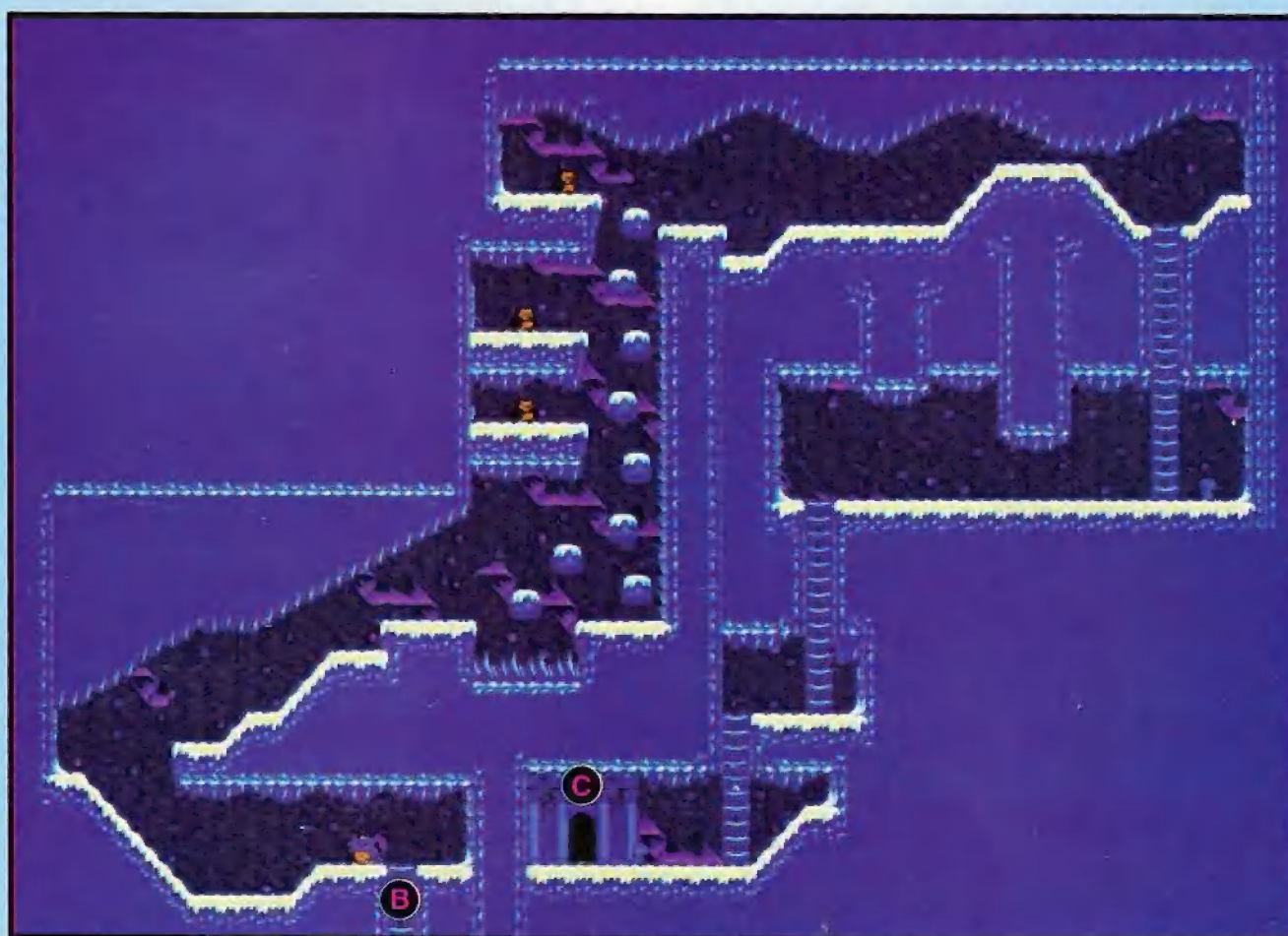
4.11



4.14



4.13



4.8

Walk to the right and you'll find Slick (Map 4.7). After speaking with Slick you'll have to leave Mt. Rip and go back to the mine. Exit Mt. Rip and hit C to bring up the menu, then select Stage. Press Down once to select Stage 3, then press A. Select the Mine and press A to enter. Go to the right and talk to the first miner you see. He'll give you some coffee with which to unfreeze Slick. While you're there you can go kill some skeletons and collect some quick cash for later (see mine stage). Leave the Mine and return to Mt. Rip by using the Stage option again. Once Mr. Slick is thawed, work your way to the far right. Climb up the ladder and then go left. Make sure you continually climb up as far as you can every chance you get when going left. You'll find a sign for the next town. Once you get to the sign, go to the far right and enter the

door (to bottom-right corner of Map 4.10). The Weapon Shop sells the same stuff as the previous one. Grab any items you need from the healing shop. When you're done shopping, exit the town and continue left back to the sign (Map 4.7). Go down the ladder by the sign and then walk left. There will be a small gap to fall through. Continue left and keep going in the predetermined path into the next area (bottom-left corner of Map 4.8). Eventually you'll come upon a door. Enter it and then go down the ladder on the left (center of Map 4.10). Work your way up and then take a left when you are given the choice. Keep going left and you'll meet up with Muttonhead (4.11). Continue left and enter the door. Climb upward (Map 4.12) and enter the door.



4.11

W R I P H

Hit Points: 100 • Attack Points: 80 • Defense Points: 29 • Gold: 0

You'll meet up with Wriph. Use Gaw with his Fire Breath to beat her. Stand in the middle (raised) section of the screen. When she flies by, jump up and shoot her once with the fire. Constantly destroy the bubbles around you while she's off the screen. Another easy pattern is to move to the far left corner of the screen

and stand against the wall, then face right and jump to shoot Wriph and the bubbles as they approach. Don't waste your Arms power — just jump and shoot as necessary. When she's dead, exit through the door and you'll be on your way to Gyp Ship.

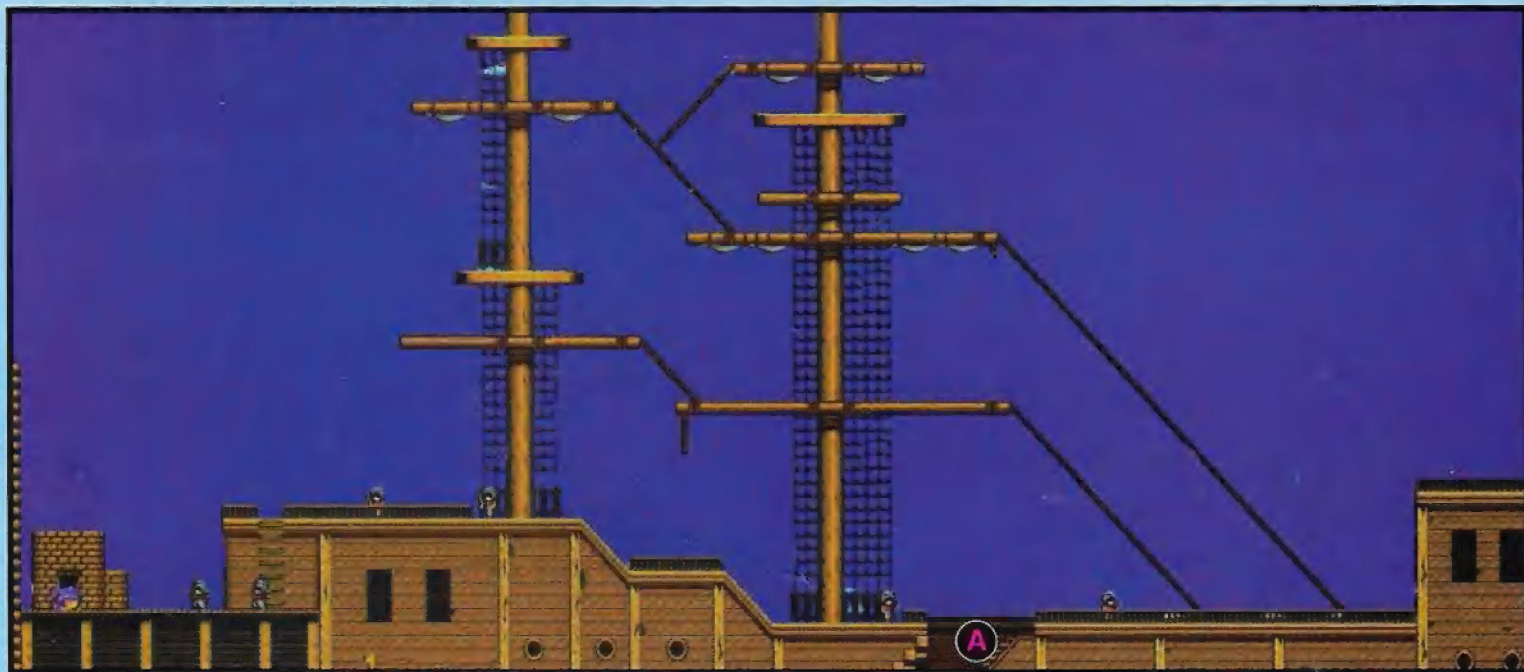


Whenever the bubbles get close, simply blast a few of them with your fire breath.



Stay on the middle platform and blast Wriph with a stream of fire when she comes near.

GYPSHIP



4.16

TREASURE
Banana

TREASURE
Melon



4.17



4.22





4.19



4.21



4.20



4.18

TREASURE
Elixir

This level is straightforward as far as navigating goes, but the enemies are a bit harder than past levels. Start out to the right and go up the first ladder. Kill the sword pirates by hitting them while they're in the air or when their back is turned. Continue to the right and go down the first set of stairs you see (to Map 4.17). Continue left, then go down the next ladder. Go right to collect the Melon from the chest. Go back to the left and down the ladder, then left and up two ladders to the chest with a Banana. Go to the left wall and down four ladders to reach the bottom floor with barrels. Go to the right, over the barrels, and up the ladder. Go to the far right wall and climb up three ladders to reach the top floor, then go right to the next area (Map 4.18). Climb down the next two ladders then go right. There will be a Gypsy rolling a barrel at you, then a gap right

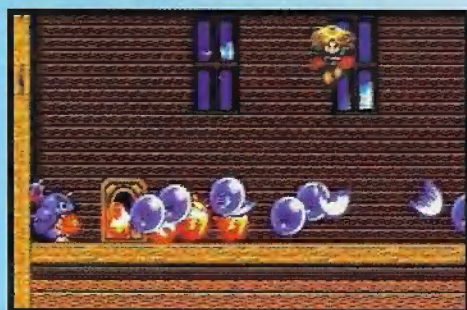
after that. Fall into the gap so that you land on the right side of the hole. There will be a treasure chest along with an Elixir. Don't miss this! Climb back up to the gap (Gaw can make the jump back up into the gap), then go up the ladder on the left. Climb up the next ladder then jump off the cliff to the right. Continue going right then go up the next ladder. Head out to the top of the ship up the stairs (to Map 4.19). There will be two Pirates on the right firing cannons at you. To kill them, jump on top of the cannon and attack them from there. Continue heading right over the next few cannons. Go down the long ladder but wait for the pirate at the bottom of the ladder to turn around before attacking him (Map 4.20). Kill the pirate then go in the door (to Map 4.21). A boss is next, so it's a good idea to save your game here if you're in good shape.

W R A P H

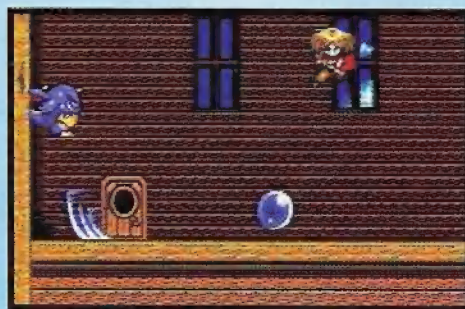
Hit Points: 100 • Attack Points: 80 • Defense Points: 30 • Gold: 0

Wrap is the next boss. Choose Gaw as your character and make sure you have the Fire Breath weapon. Wait for Wrap to shoot four bubbles then head to the extreme left of the room. When Wrap comes close to you, jump up and breathe a shot of fire on her. As long as you stay close to the corner, you won't have to worry about the bubbles coming from both directions to hit you. Only jump when you want to hit Wrap, otherwise the bubbles won't stay near the bottom of the screen.

Once her energy is reduced to 50%, she'll start attacking with two other weapons as well as the bubbles. If she shoots three lightning bolts down at you, simply duck to block them. If she shoots one lightning bolt onto the ground, get ready to jump over the shock it produces. Finish her off then head to the right. You'll talk to Slick and Lipps, then finally head up and to the right to exit this level.



Stay on the far left of the room. The bubbles Wrap shoots should easily line up to be shot.



Wrap will start attacking with this shock weapon once her energy gets down to 50. Jump over it to avoid it.



When Wrap comes near and there are no bubbles around, jump in the air and shoot a constant stream of fire.

CRYSTAL TOWER - DRAQUIN

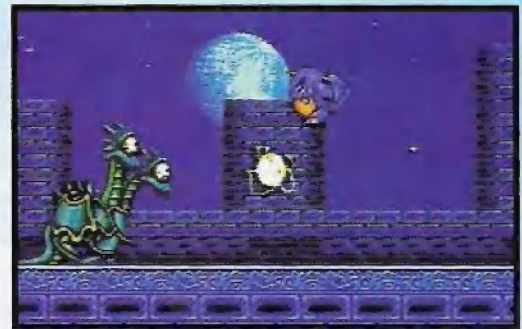
Hit Points: 100 • Attack Points: 75 • Defense Points: 36 • Gold: 0

Save your game in a safe spot when you enter this boss level. Go to the right and follow the fixed path until you come upon the imposter penguin. He'll turn himself into the Draquin. The Draquin has two modes — each can easily be defeated using Gaw and his Dragon Breath. When Draquin first appears, aim at his eye when it's open. If he shoots a lightning bolt, simply jump over it. If you get pinned against the wall, jump over him to the other side. Make sure you let your arms build up right before you kill this phase of Draquin. Once you beat this phase of Draquin he'll turn into a

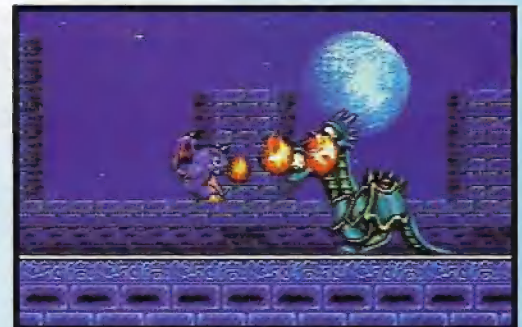
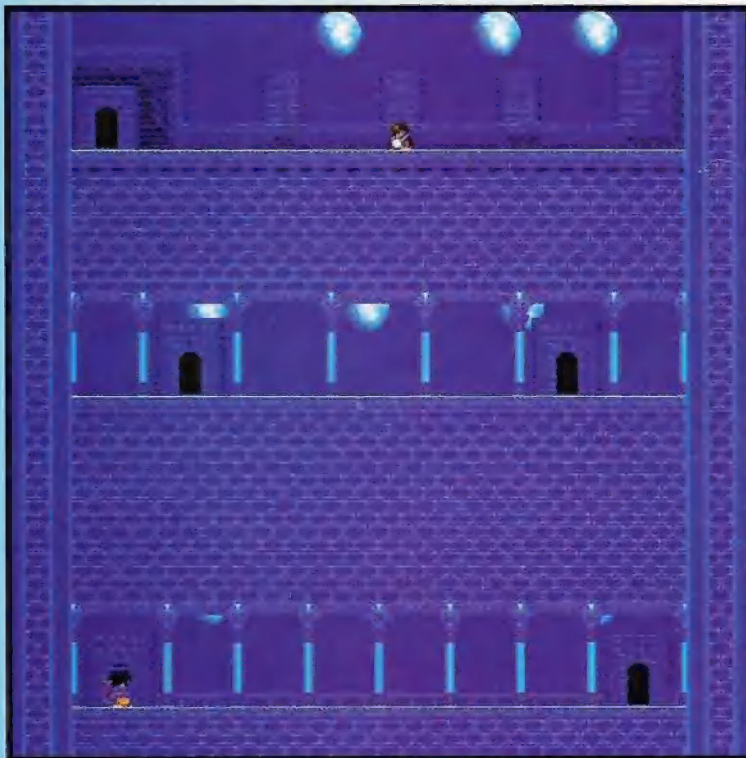
larger two-headed dragon. Push Up on the control pad to aim at its heads and shoot a constant stream of fire at them. He'll shoot an ice beam which won't hurt you but it'll push you back. When Draquin shoots out his large yellow ball, jump over it to avoid the wall of lightning that shoots out from the top and bottom. The key to killing the second phase of Draquin is to kill him fast. Shoot a constant stream of Dragon Breath at him whenever you get a chance. Once he's dead you'll get the blue orb and be off to Freaky Foyer.



Draquin starts out as this easy-to-beat one-eyed creature. It only has one attack which you can easily jump over and it's easy to kill.



When Draquin shoots this large yellow orb, jump over it to avoid being hit. If you shoot it or try to duck under it you'll automatically be hit.



Once you kill the first phase of Draquin, he'll turn into this two-headed monster. Try to kill this boss as fast as possible by hitting its heads with a constant burst of flames.



4.23

Stage Five Enemies

FREAKY FOYER • HASSLE HALL • MANIAC • ORB TOWER



ROCKET CRAB

Hit Points: 60 Attack: 75
Defense: 32 Gold: 380

Description: The fact that this crab attacks when you're behind him makes him more difficult than other enemies. If you see his back shell flash, get ready to jump over it. If you can, attack it with a long-range weapon.

BULLETHEAD

Hit Points: 50 Attack: 70
Defense: 25 Gold: 300

Description: Easily the most annoying enemy in this stage, this bullet shooter can only be attacked when it is shooting at you and reveals its face. You can attack it from behind any time, but watch out when you jump over it because it'll sometimes jump up at you.



SPIKE KNIGHT

Hit Points: 55 Attack: 70
Defense: 30 Gold: 450

Description: The key to keeping this guy from becoming a nuisance is to kill him as soon as he appears on the screen. If you allow it to fly over you, nine times out of ten you'll get hit by a number of spikes he throws at you. Kill him with a long-range weapon as soon as you see him.



TRANSPORT

Hit Points: 80 Attack: 75
Defense: 30 Gold: 300

Description: This enemy serves two purposes. First, when you are close to it, it'll throw bombs at you. Second, you can use it to lift you across spikes and other harmful floors by killing the enemy on top controlling it. Be sure not to kill the mech when trying to kill its controller.

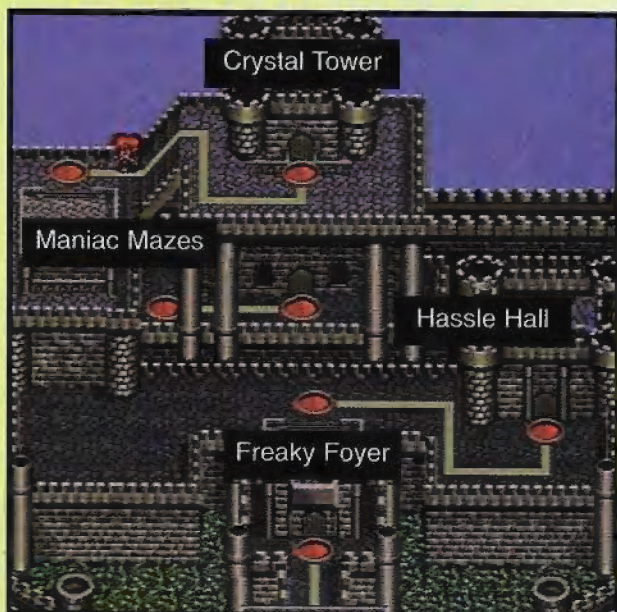


GHOST FISH

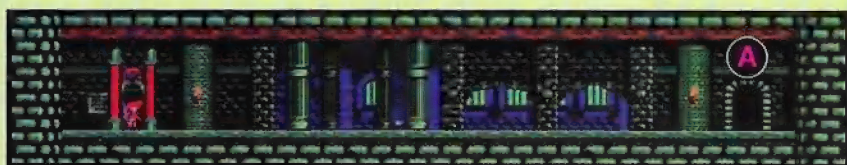
Hit Points: 60 Attack: 75
Defense: 32 Gold: 480

Description: If you need to make money on this level, these are the guys to kill. The Ghost Fish will float slowly back and forth in the water, occasionally shooting a small fish at you when you line up in its target. Kill it with a long range weapon and collect its gold.

F R E A K Y F O Y E R



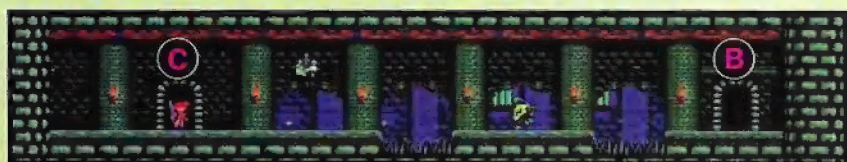
BE SURE TO ACTIVATE all your new Aura weapons that Lipps gave you at the end of the previous level. After speaking with the Overlord's servant (Map 5.01), go through the door on the right (to center door of Map 5.02). There are doors to the far left and right of this room. You'll come back here soon to go to the right door, but for now head to the left door. Look out for the walking bullethead. Continue heading left and enter the door (to Map 5.03). Head left again. Look out for the flying Spike Knight. Continue left and enter the door (to Map 5.04). Upon entering Map 5.04 you'll see a new contraption on the left. To avoid it you must jump and stand exactly on the center section. From there you can safely jump across and go down the stairs. Enter the door to Map 5.05 and head right.



5.1



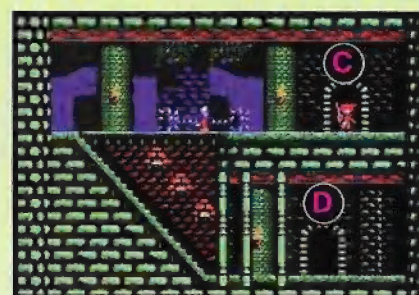
5.2



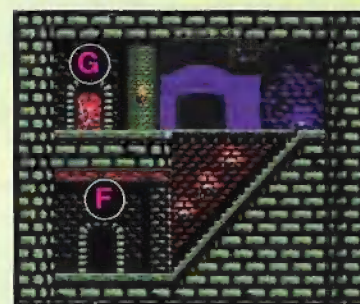
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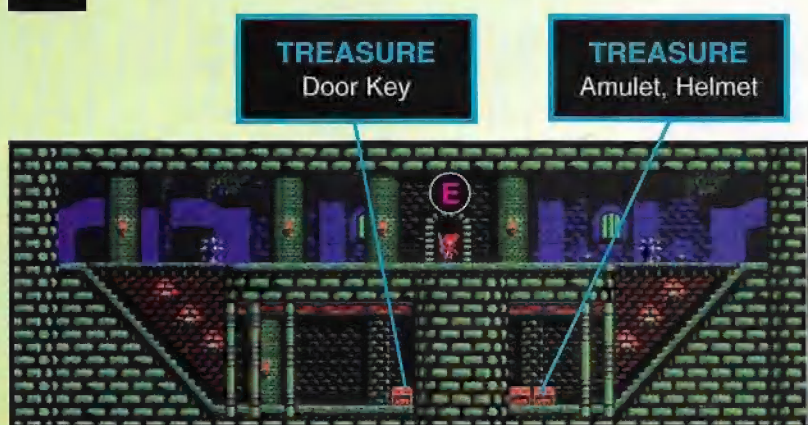
5.5



5.4



5.7



5.6



5.8

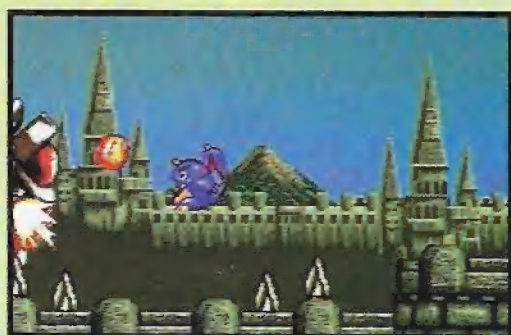


After killing the walking bullethead, pay close attention to the ceiling. There will be three spikes that will drop onto you if you walk under them. To avoid them, walk under one and move back causing it to come down and miss. While it's moving back up, walk past. Repeat this process for the other two spikes. Continue right and enter the door (to Map 5.06). From here you can go either right or left. On the left there is a treasure chest with a Door Key in it, on the right there are two treasure chests with an Amulet and a

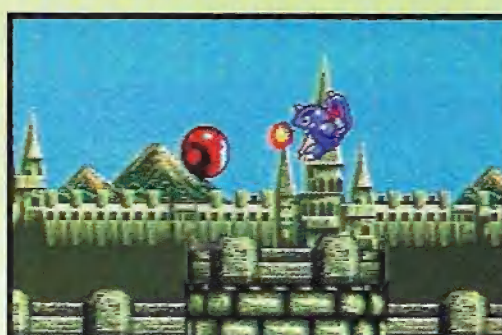
Helmet in them. Be sure to go both ways and get all the treasure. Now backtrack your way to Map 5.02. Enter the door to the far right. Walk up the stairs (Map 5.07). Watch out for the three ceiling spikes and go in the red door on the left. Make sure you're in good shape and save your game here (Map 5.08). Continue to the right. You'll come upon a jump in which you must perfectly time to make. Choose Mail to make this jump. Continue into the next door on the right. You'll meet up with Rock Sentry here (Map 5.09).

ROCK SENTRY

Hit Points: 100 • Attack Points: 75 • Defense Points: 46 • Gold: 0



Position yourself at the origin of the rising spikes. When you see fire come out of the Sentry's mouth, jump over the spikes and fire at him.



As long as you stay close to Sentry and keep firing on him, this red orb will not come at you. If it does, retreat to this platform and kill it from there.

Choose Gaw as your character to easily beat this mini-boss. When the boss appears, face left and jump to shoot his red eye. Spikes rise up from the floor, and you must time your jumps to avoid the spikes each time they appear. Take your time and jump with the rhythm of the spikes, shooting the red eye with each

jump. If you run to the right or don't shoot the boss for a long period of time, he'll shoot a red orb out that shoots a bolt straight down. Don't stand under it. After you establish the pattern, this boss is easy to defeat. Once he's destroyed, go to the right and head to Hassle Hall.

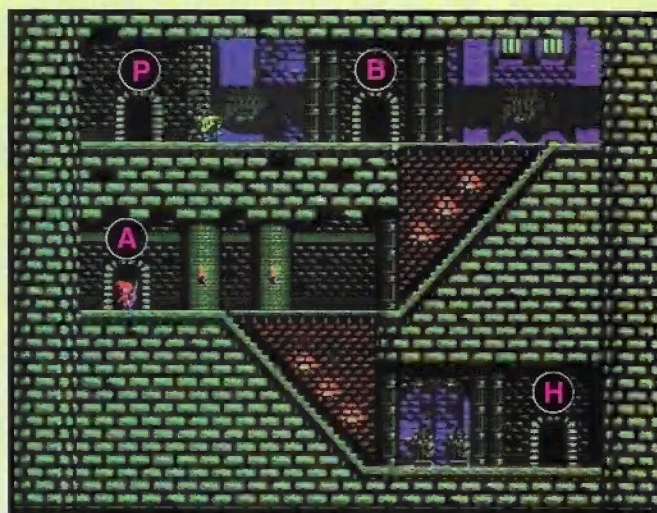
HASSLE HALL

You begin on Map 5.10. Go left and enter the door at the end of the hall (to Map 5.11). Go to the right and head up the stairs. Enter the first door to the left (there's a second door to the far left, but you don't need to go in this door yet — just remember where it's at). The jumps here are much easier to make if you use Mail (Map 5.19). Work your way to the left but watch out for the flying knights. Continue left and you'll come upon an enemy with a walking mech (Map 5.20). Wait for the mech to come on the screen then shoot at the enemy controlling the mech (jump and shoot). Once the enemy is killed, you can use the mech to work your way across the spikes. If you accidentally kill the mech, simply exit to the right and re-enter the room. Work your way to the next door (to Map 5.21). After exiting the door, go down one flight of stairs (don't worry about killing the mech to the

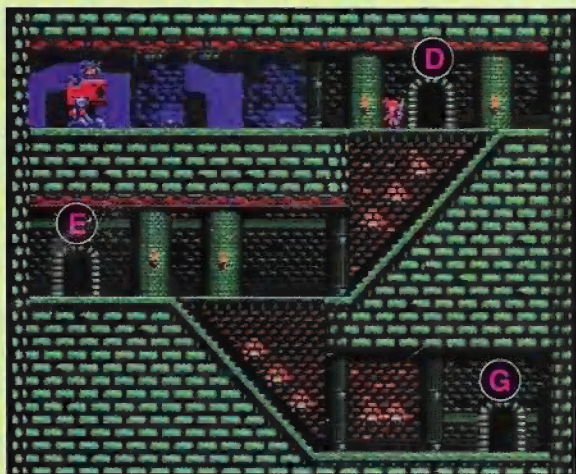
left). Keep going left and enter the door (to Map 5.22). Change your character to Gaw — he has better jumping abilities for this section. Wait for the floating platform to appear then ride it up as far as possible and jump to the platform on the right. Jump on the next floating platform and ride it across to the right. Wait for the next platform and take it up as far as possible and jump off to the left. Continue to the left until you reach the wall. Jump on the platform and ride it up as far as possible. Jump across to the right. Wait for the next platform to come and ride it across to the right. Be careful, these platforms are much faster than the others. Wait for the next platform to come up and use it to jump across to the treasure on the right. In it you'll find the Door Key. Jump back on the platform to the left and ride it down until you can jump on the next floating platform to the right.



5.10



5.11



5.21



5.19



5.20



5.22

TREASURE
Stone Shoes

TREASURE
Apple

Continue jumping platforms to the right until you get to the wall. Ride the platform there until you see a hall to jump into on the right. Continue to your right to the next room (Map 5.23) and look for the treasure (helmet) right above the stairs leading down at the end of the hall. Continue down the stairs and find the gold bullion in the treasure at the end of the hall. Work your way back out to the floating platforms. Drop down off the first platform and you'll find another treasure with an Apple in it. Walk to the far left and jump right before you get to the end of the platform. If timed right, you should land beside a door, if not, you'll land on the spikes. If you land on the spikes, quickly make your way to the door on the left, holding down the jump button to make high jumps. There's a treasure to the left of the door containing some stone shoes which will allow you to walk on the spikes for a limited amount of time when activated. Grab these

shoes then enter the door (to Map 5.21). Walk up the stairs to the left and then back up the stairs on the right. Change back to Mail (you'll need her to make the jumps) and backtrack your way to Map 5.11, then enter the door on the bottom-right (to Map 5.12). Travel to the left and go up the stairs at the end of the hall. Resume to the right and climb the next set of stairs up. Go to the left and jump over the gap to the other side. Watch out for the walking bullethead waiting for you there. Enter the door down the hall on the left (to Map 5.13). Keep going right, you'll enter another door (to Map 5.14) and continue to the right (through Map 5.15, 5.16 and into 5.17). Wait for the mech to lift you across the spikes (kill the enemy controlling it first). Enter the red door at the end of the path. Work your way up several flights of stairs (Map 5.18). You'll see a long row of statues signifying that you're near the boss (Map 5.25).



5.23

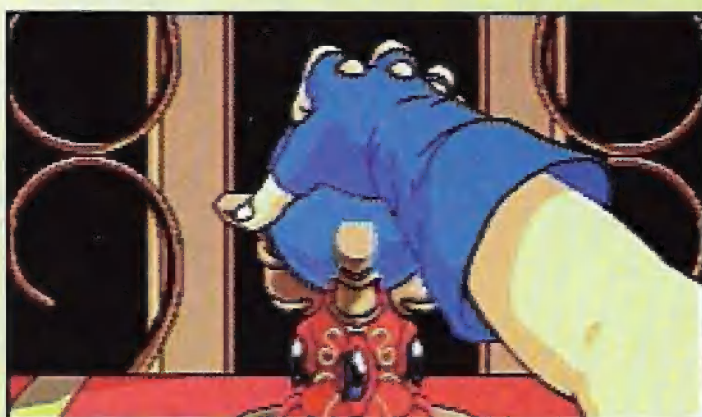
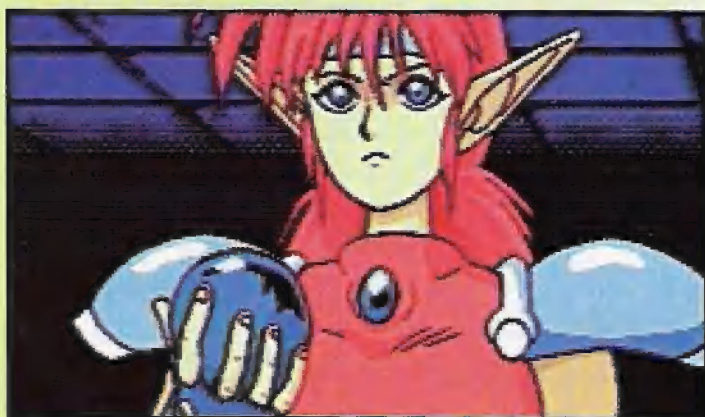
TREASURE
Gold Bullion

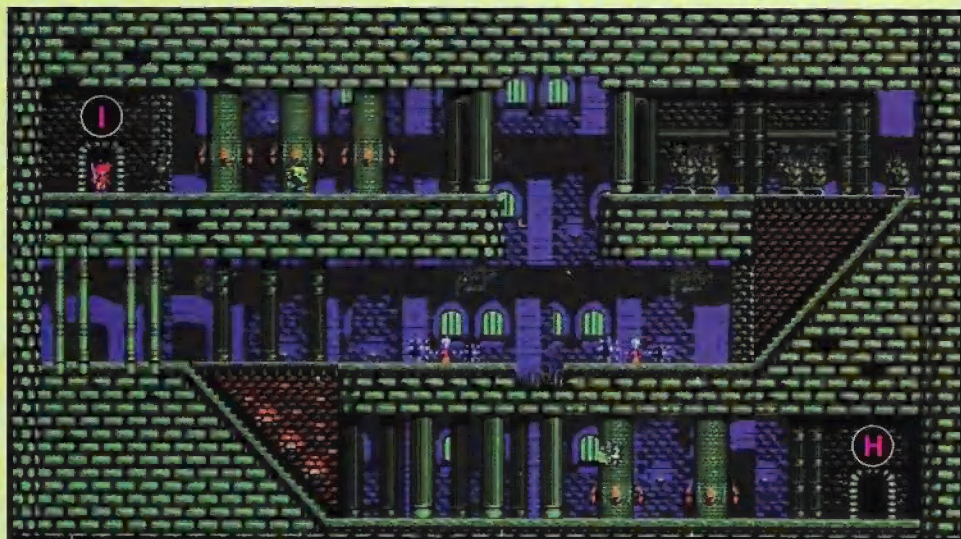
TREASURE
Apple



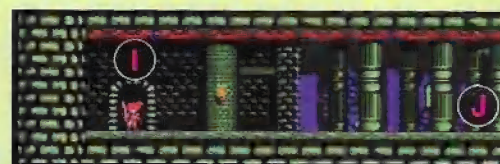
5.24

After you kill Rock Sentry, you'll have to exit using the door on the left of this map.

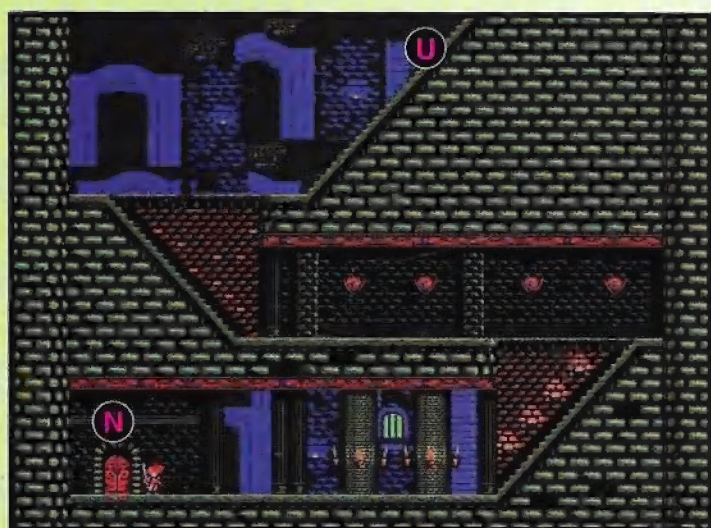




5.12



5.13



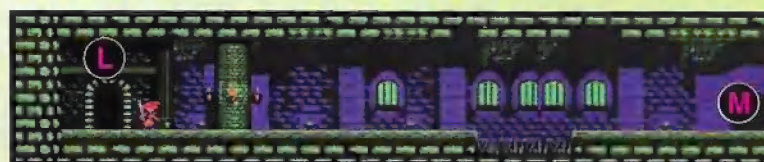
5.18



5.14



5.15



5.16



5.17

F R I G H T K N I G H T

Hit Points: 100 • Attack Points: 75 • Defense Points: 48 • Gold: 0

Fright Knight is a relatively easy boss to beat with Gaw. Position Gaw just out of the reach of his swords and jump up to flame him in his midsection. Send a nice stream of flame in there so you make sure you hit. After his energy is drained past 70% he'll start sending flying knights after you. Continue attacking him in the same manner except make sure you kill the flying guards when they appear. If you run out of arms you can retreat back to the stairs at the far left of the stage and let them refill. The lower Fright Knight's

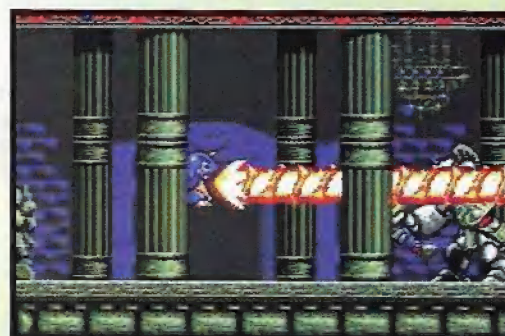
energy gets, the more flying knights he starts sending. Make sure you continue killing them off as soon as you see them. Once you destroy Fright Knight's sword, he'll retreat back to the right. Allow your arms to recharge before you follow him back there. Use a constant stream of flame to finish him off. Once Fright Knight is destroyed, head back to Map 5.11 and enter the top-left door, then go to the far left to enter the now-opened red door (Map 5.24).



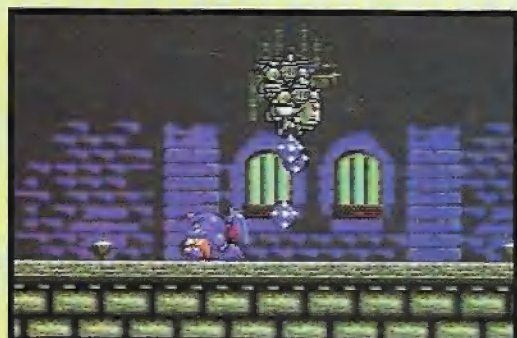
5.25 After you kill Fright Knight, head back to Map 5.36 door T.



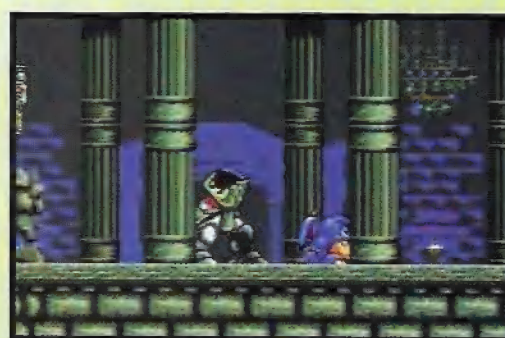
Stay just out of the range of Fright Knight's sword.



Use a constant stream of fire to aim at his head and upper chest area.



Once Fright's energy is down to about 70%, he'll start sending these Flying Knights at you. Try to kill them as soon as they appear on the screen.



Once Fright Night only has his lower body left, you'll usually have to hunt him down since he'll retreat. He can still damage you by touch, but one or two flames should be all it takes to kill him.

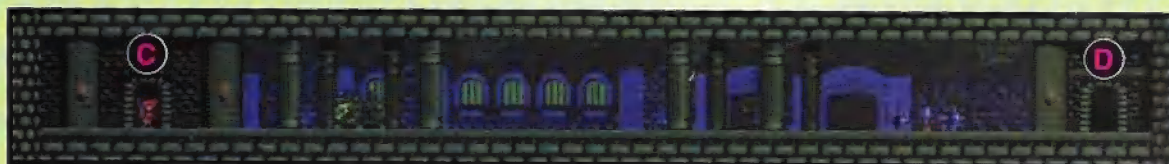
MANIAC MAZES



5.26



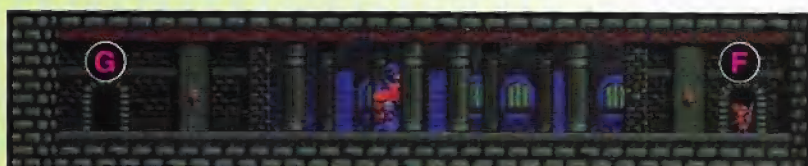
5.27



5.29



5.30



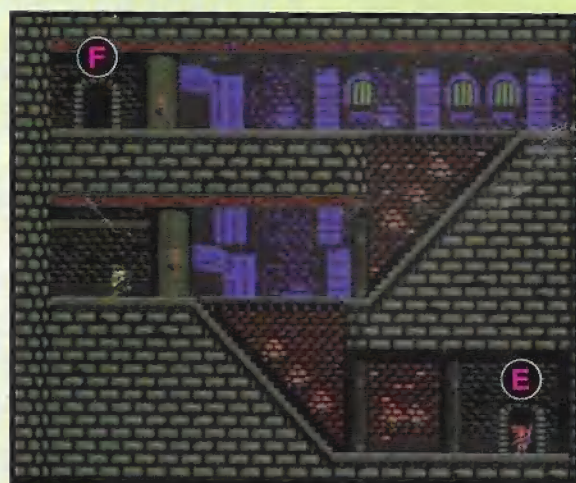
5.32



5.33



5.34



5.31



5.36



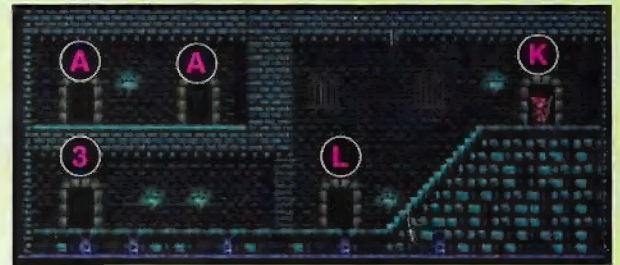
5.35

You'll begin on Map 5.26. Walk to the door on the right and follow the path through Maps 5.27-5.30. You'll eventually find two treasure chests containing gold bullion. Grab the gold and then head to the door you originally came in when you entered this level (Map 5.26). Enter the door to the far left (to Map 5.31). Go through Maps 5.32 and 5.33. Work your way down to find a door with a sign beside it that reads "monster holding zone." Enter it and continue to the right (Map 5.34 and 5.35). You'll enter a room with five doors in it (Map 5.36). Enter the door on the bottom-left. Keep going left (Map 5.37) and go into the door at the top of the stairs (to Map 5.39). Go down

the stairs and enter the first door you come upon (to far right of Map 5.40). Go left and continue until you come upon a treasure with a Banana in it. Go back up the stairs and enter the next door (to the bottom-right of Map 5.41). Go to the right into the water and climb the planks leading up. Change to Gaw so you can make the jumps and work your way to the top. Get the apple out of the chest and head back down. Watch out for the hermit crab and flying knight and continue to the door at the far left of the room (to top-left of Map 5.40). Climb up the stairs and enter the next door (to top-left of Map 5.41).



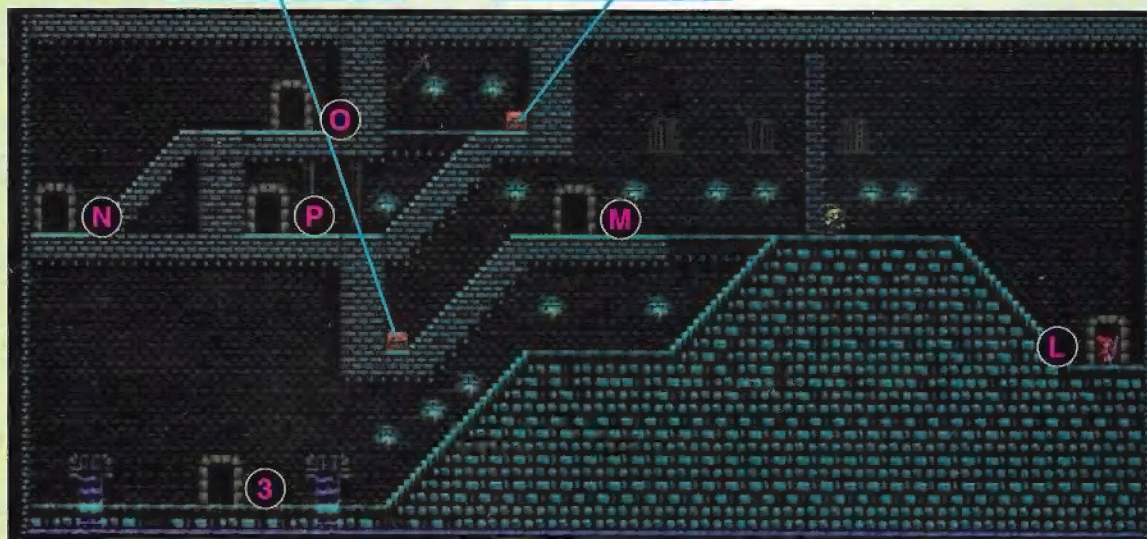
5.37



5.39

TREASURE
Banana

TREASURE
Amulet



5.40

TREASURE
Amulet

TREASURE
Banana



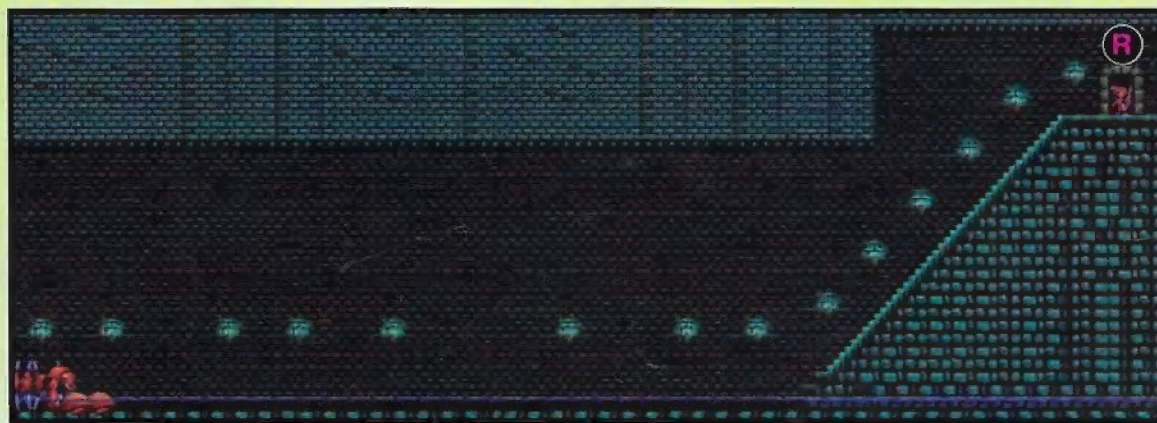
5.41

Walk up the stairs and past the door. Make sure you are using Gaw here. Position yourself at the very end of the plank then jump slightly to the right and hold Left on the control pad to land on the ledge below. Make sure you don't fall too far to the right and miss the platform. Look to the far left to get the banana out of the treasure. Now go back and jump off the cliff to the far right. You should land near a door at the top

right side of the room. Jump back to the plank on the left and go back down the stairs. Enter the door closest to the bottom of the stairs (to Map 5.38). Walk off the cliff to the right and fall down to the left. As before, make sure you don't fall too far to the right and miss the platform. Enter the door (to top-left corner of Map 5.39). Enter the next door to the right, then go left down the stairs to find Clobbster (Map 5.42).



5.38



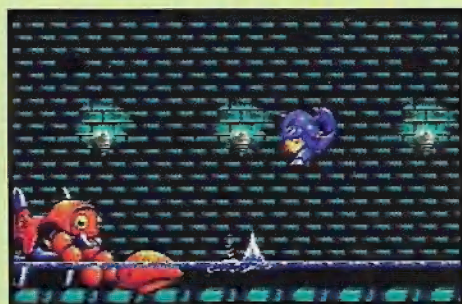
5.42

C L O B B S T E R

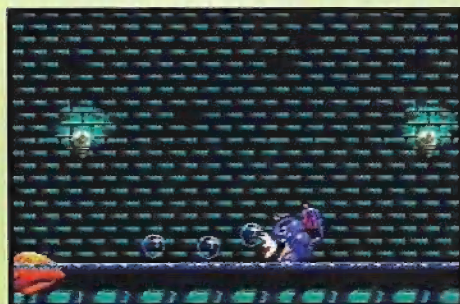
Hit Points: 100 • Attack Points: 75 • Defense Points: 46 • Gold: 0

Make sure you are using Gaw as your character and your arms are fully charged. The Clobbster attacks two different ways. First, he'll use his claw to create a powerful wave which comes at you. Jump over the wave to avoid it. Next, he will shoot a series of bubbles out of his claws. Blast them as they appear. Use Gaw's fire breath in short bursts to avoid running out of Arms. Aim at Clobbster's head to kill him while dodging his attacks. Walking in the water will slow you down, so jump when you want to move away quickly.

If you run out of arms, retreat to the stairs on the far right and let your arms restore. Once Clobbster's energy is down to 0, he'll transform into two smaller crabs. Quickly retreat to the stairs on the right and change your character to Tatt. Using Tatt's enemy seeking Aura Cane, stay a safe distance away from the crabs on the steps and shoot at them. Once you kill one of the crabs, the other one sometimes runs away. If this happens, change back to Gaw and chase him down. If it charges at you, simply jump over it.



Look for Clobbster's claw to raise then jump over the wave it causes.



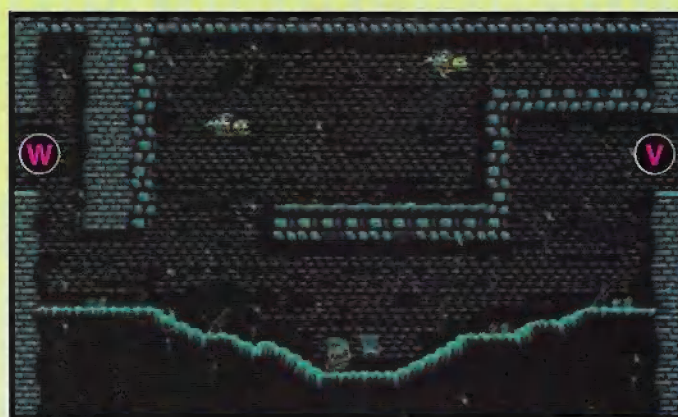
Line up all three of Clobbster's bubbles and kill them with one blast.



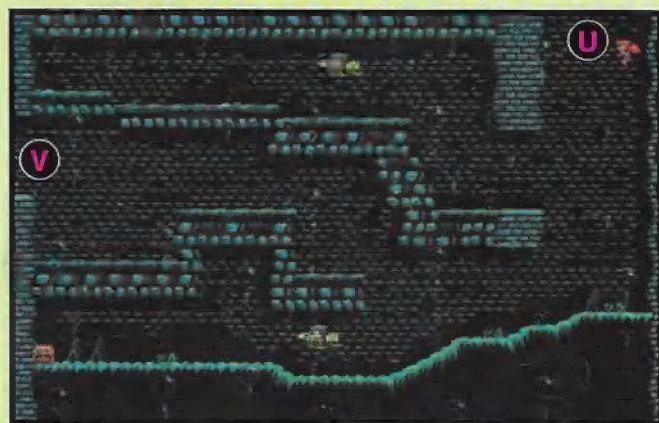
Lead the separated crabs to the stairs and attack them from there using Tatt.



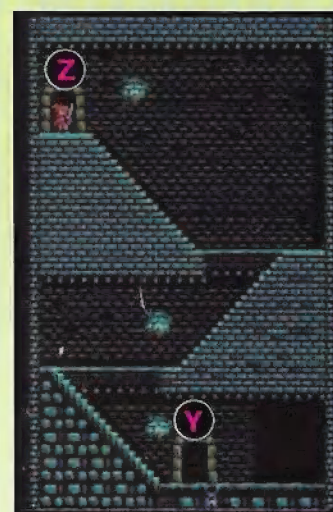
5.43



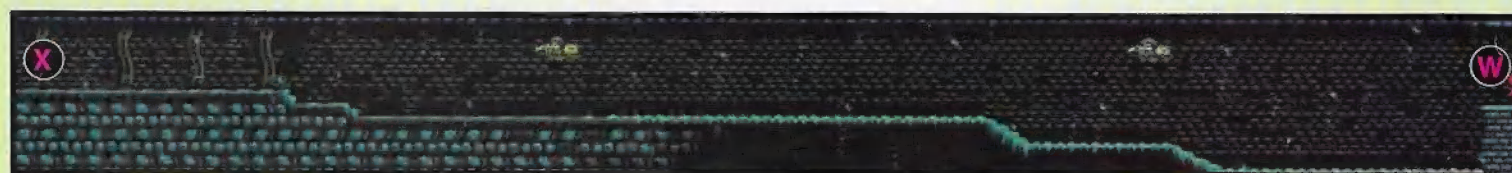
5.45



5.44



5.47



5.46

Once you kill Clobberster and obtain the Dragon Crystal, walk back up the stairs and out of the room. Continue through the next set of doors (top-left of Map 5.39). Jump off the platform to the right (Map 5.38). You should land right above some stairs. Take the stairs down and exit through the door (to Map 5.36). Walk to the door on the lower-right part of the room and enter it (to Map 5.43). Go left and jump into the water. Allow yourself to fall all the way down to the bottom (Map 5.44). Walk to the far left and you'll find a treasure chest with an amulet in it. Go back to the right then go up one level and left. Maneuver up

the steps and to the left. Watch out for the Hermit Crab standing in your way. Keep going left into the next area (Map 5.45) to find a shop. As the sign says, this is the last shop in the game. Be sure to buy as much new armor as possible. Give Mail top priority. If you get low on money, kill the fish above the shop for 500 gold each. You can also sell any old equipment you have to pool enough money. The game is possible to beat without this new armor, but it's much easier if you have it. Use any remaining gold to buy food. Refill your energy and save your game here.

After you've spent all your money, head off to the left (through Map 5.46 and into Map 5.43). Eventually you'll fall out of the water and onto a platform. Jump to the platform on the upper-left and get the apple out

of the treasure chest. Fall back down to the bottom and enter the door on the far right. Continue through this door (through Map 5.47, 5.48 and 5.49) until you are taken to Orb Tower.



5.48



5.49

ORB TOWER

Before entering the Orb Tower we suggest you go back to a Healing Shop and buy as much fruit as possible. You won't be able to buy anything else from this point on, so spend all your money. If you can, pick up some spike shoes while you're at it. Once you're in

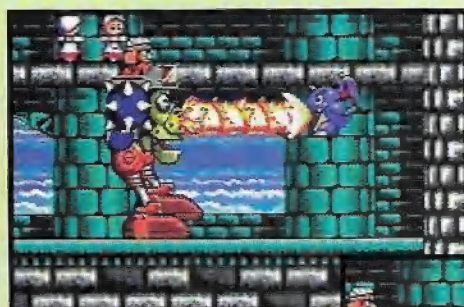
good shape, save your game then enter the tower (Map 5.50). Go talk to Muttonhead and Nuts Cracker (Map 5.51). Nuts Cracker will then turn into a new boss. This is one of the harder bosses in the game.

NUTS CRACKER & ROBOT

Hit Points: 100 • Attack Points: 55 • Defense Points: 42 • Gold: 0

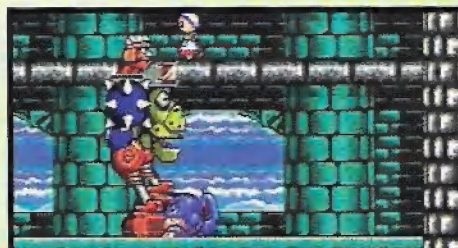
Nuts will leap into a robot and use it to attack you. Each time you hit the robot it will flash, and you won't do any more damage until it stops flashing, so use short blasts to maximize your firepower. Keep a safe distance without scrolling too far away — you want to be able to see him. If you get trapped against either wall, dodge the arm and run between the legs of the robot (they won't hurt you). Once the robot is

destroyed, Nuts will run frantically back and forth across the room. Let your Arms charge back up before delivering the final blow to the robot, then use long blasts to hit Nuts. He'll make a few laps across the screen, then he'll leap back into another robot, which has full energy again. Knock out the robot to continue the battle with Nuts (he doesn't regain his energy).

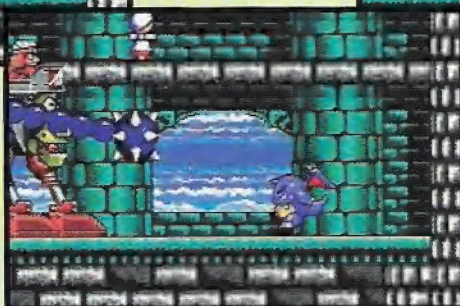


Above: Stay a safe distance away from Nuts and attack his toy robot's head.

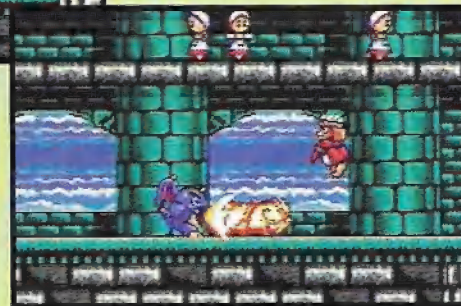
Below: Don't fire at Nuts' Toy Robot when it is swinging its mace — your fire will be blocked by it.

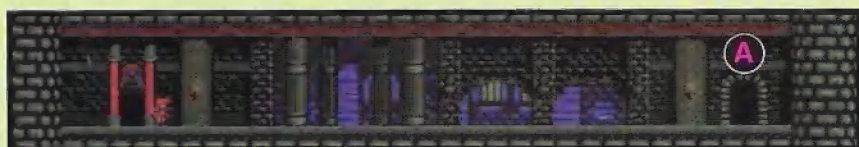


Below: Wait for your arms to refill before destroying the robot, then use a constant stream to fire at Nuts when he runs on the ground.



Above: You can run between the legs of the robot safely, as long as you avoid the arm.



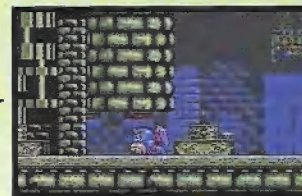


5.50

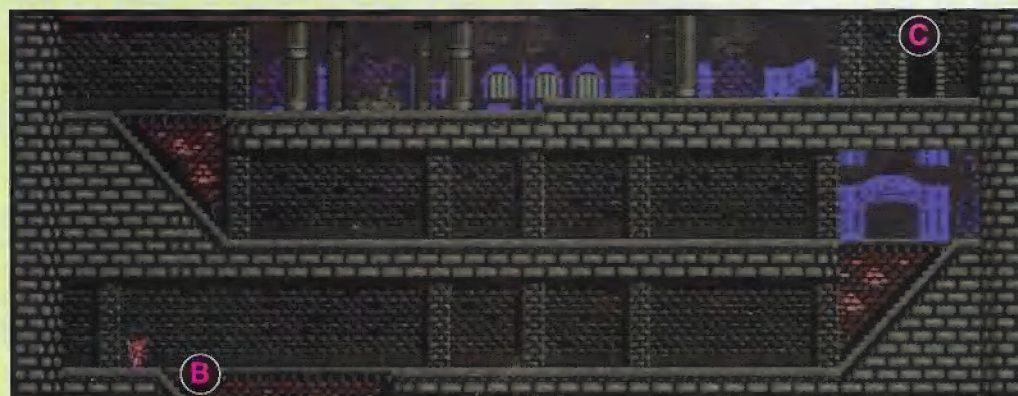


5.51

Place the Dragon Crystal in this holder and wait for the gate to rise...



...then quickly remove it and run to the left before the gate closes.



5.52



5.53



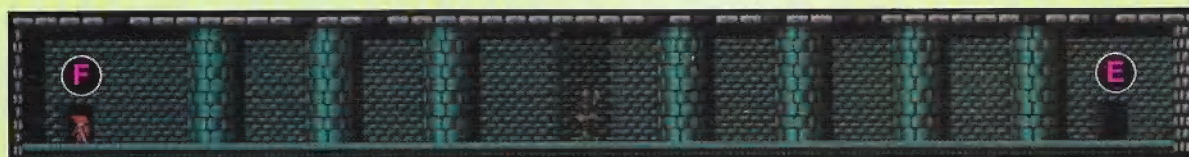
5.54

After you kill Nuts Cracker (for good this time), go to the far left wall (still on Map 5.51). There will be a small crystal in a pedestal. Press up there to insert the Dragon Stone and open the wall. Once the wall is completely up, press up again and take the Dragon Stone back. Quickly hurry past the closing wall and

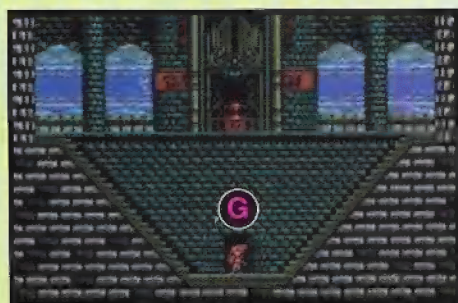
continue your way upstairs. You'll find another place up the stairs to insert the Dragon Stone (Map 5.52). Insert the stone and leave it there this time. Head to the right until you come upon Muttonhead again (Map 5.53). After a short chat you'll be in the next room (Map 5.54).

Once you get to the room with two stairways leading left and right, take the left stairs. Continue down the hall and go in the far left door. Eventually, you're going to have to go in every door in this hall. There are no enemies on your way to the first pedestal, so take your guard off and enjoy the trip. Go through the next room and enter the door at the end of the hall (Map 5.55). The next room has a spinning platform (Map

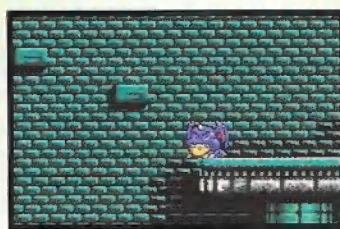
5.56). Use this platform to take you up to the next. You'll see a bunch of disappearing platforms above you. Time your jumps on these platforms to make your way to the left top of the screen. Enter the door (to Map 5.57) and place the first orb in the orb tower (just stand in front of the pedestal and press Up on the control pad).



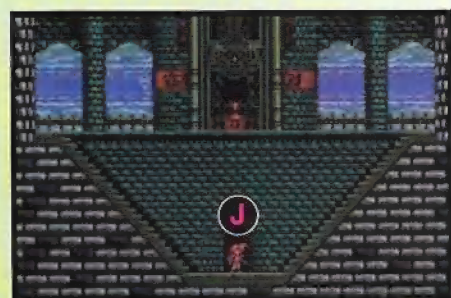
5.58



5.57



Use these planks to work your way across this area.



5.60



5.59

Go back out to the main hall (Map 5.54) and enter the next door to the right. Be ready for enemies on your way to the next pedestal. Go through the next room (Map 5.58) and into the next (Map 5.59). Choose Gaw and destroy the walking mech. Jump on the platform on the right and work your way across the green disappearing planks to the left. Continue all

the way to the left wall then work your way up the planks there. Jump on the first platform you see on the right. The door will be on the upper right corner. To get to it you must jump on the disappearing plank below, then jump up to the door. Look out for the walking mech on the right. Enter the door (to Map 5.60) and place the next orb.



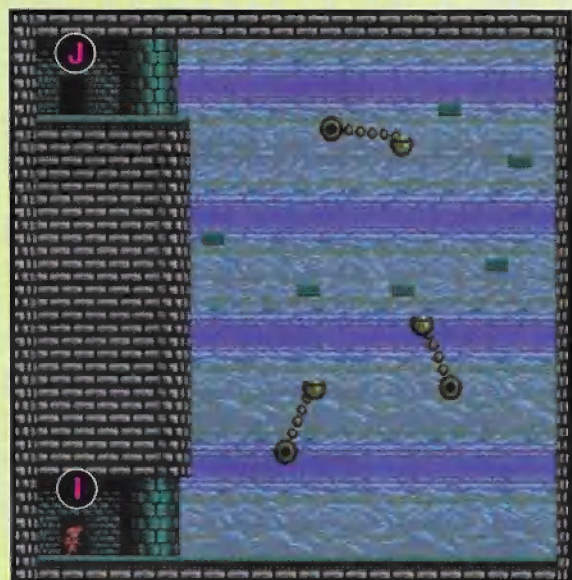
5.55

Return back to the main hall and enter the next door. Work your way into the next large room (Map 5.61) and go to the left (to Map 5.62). Climb the disappearing planks all the way to the top. Go to the right and jump down the chute while holding right on the control pad. You should land in a small gap beside two brown boxes. These boxes start moving in the

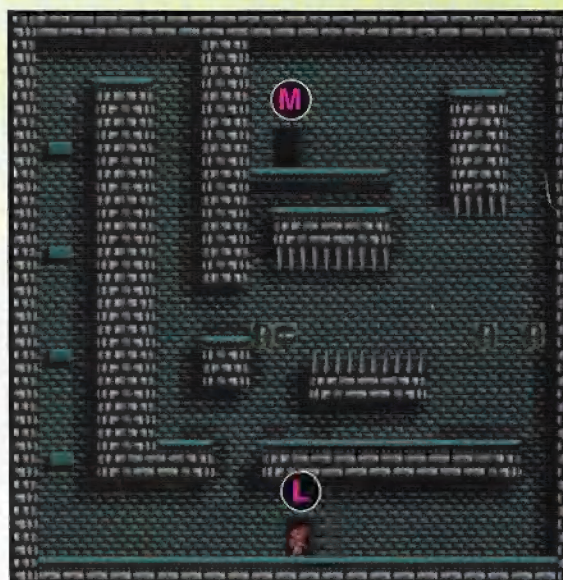
direction that the arrow on them is pointing once you step on them. Hop on the box going to the right. Stay on it until it hits the next box with the up arrow. Jump from the box you're on to the second box with the up arrow on it. Take this box to the top then jump down to the door on the left. Enter the room and place the orb (Map 5.63).



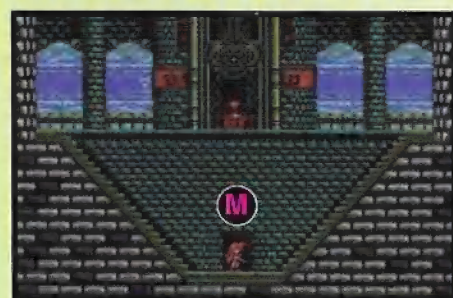
5.61



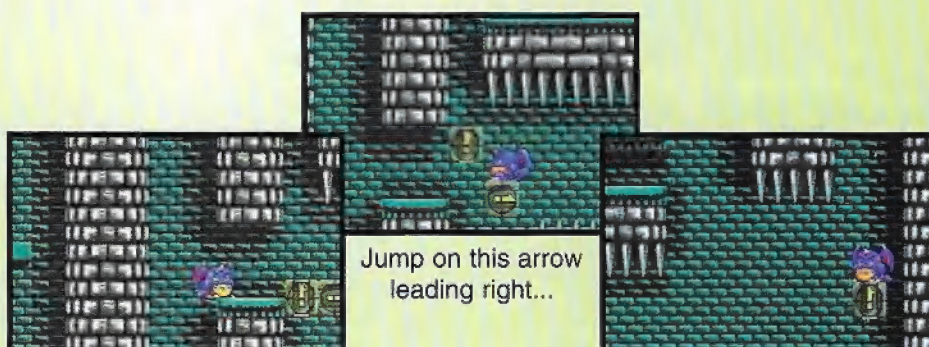
5.62



5.62

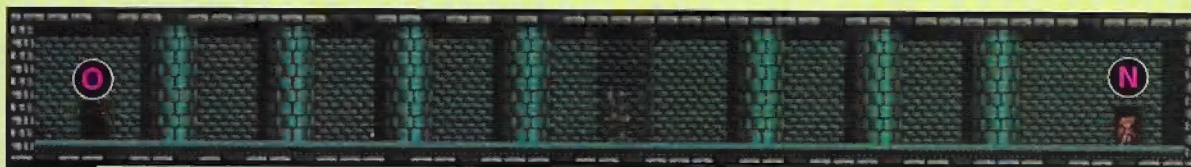


5.63

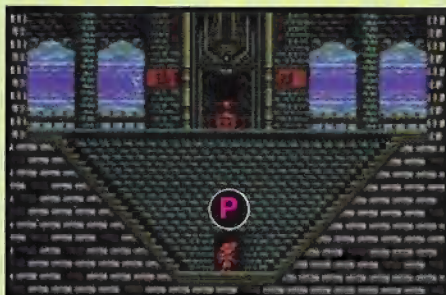


Jump from the platform above to land here.

...and continue going until you find this arrow to bring you up.



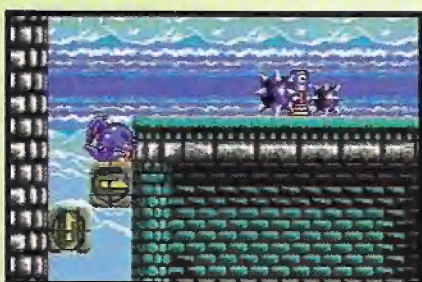
5.64



5.66



5.65



To work your way up this level, start by first jumping on this box pointing right.



Wait for the box to move to the right of the platform, and jump on it there.



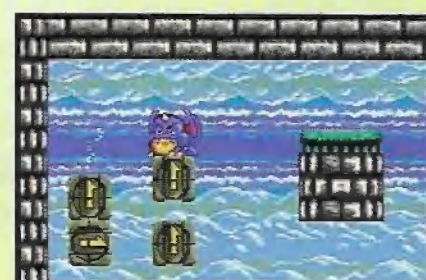
Once the box gets to this point, jump off it onto the platform above.



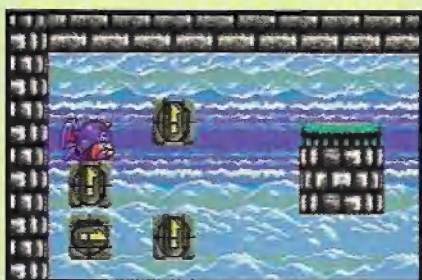
Jump up the disappearing platforms and work your way to this rotating platform.



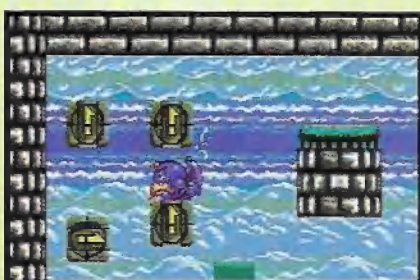
Wait for the platform to rotate around then continue to make your way to the left on the platforms.



When you approach these boxes, jump on the top right one first.



Now jump on this block...



...from there, continue to the bottom right box...



...and finally, ride this box to the door on the far right. Make sure you jump over the barrier on the right.

Again, go back to the main room and enter the next door on your right. Go through the next room (Map 5.64). Walk to the far left of the next room (Map 5.65) and jump on the box going up. Quickly jump on the box going right to make it start going, then jump up on the platform by the spinning maces. Keep an eye on the box moving to the right so you can catch it once it gets to the other side of where you're standing. When the box gets to the wall on the far right, jump up on one of the green disappearing platforms and work your way up to the spinning platform. To the left of this platform you'll see more disappearing

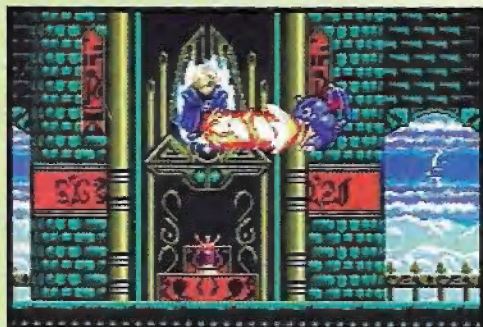
planks. Jump on the lowest one and work your way to the left. You'll see four boxes with arrows on them. Jump on the top-right box pointing up then immediately jump to the box pointing up to your left. Jump down from there to the box pointing up to the right, then leap to the left to land on the box pointing to the right and ride it all the way until you get to the door. You'll have to jump up on a platform and walk over it, then land back down on the moving block. This is the last time you'll be able to save the game so you'll want to save it now. Choose Gaw as your character then enter the room and listen to what Kazyr has to say.

K A Z Y R

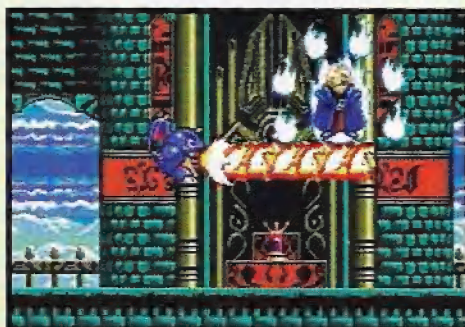
Hit Points: 100 • **Attack Points:** 75 • **Defense Points:** 46 • **Gold:** 0

Once Kazyr starts his attack phase you'll want to make your way up either set of stairs. Kazyr will appear with a bunch of flames floating around him. If you hit Kazyr quickly enough he won't attack at all, but if you don't hit him, he'll attack with one of two patterns. On one pattern, the flames will expand and take up about half of the screen. Make sure you have room on the left or right of the room to avoid them. In the other pattern, Kazyr turns into a golden hawk. To

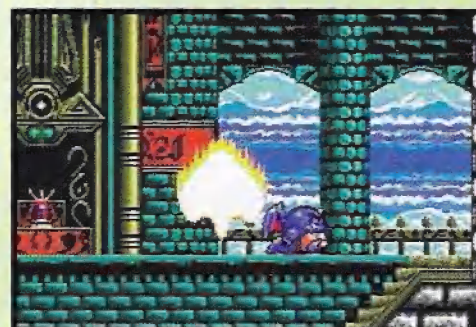
avoid the hawk, simply walk to the left or right and let him fly by from above then below. Be sure to keep walking or he'll hit you. Right before either of his attacks, as soon as he appears, jump in the air and shoot him with your Aura Beam. If you can hit him as soon as he appears, you'll prevent him from attacking. Keep hitting him as soon as he appears to easily do away with the first of the last four bosses.



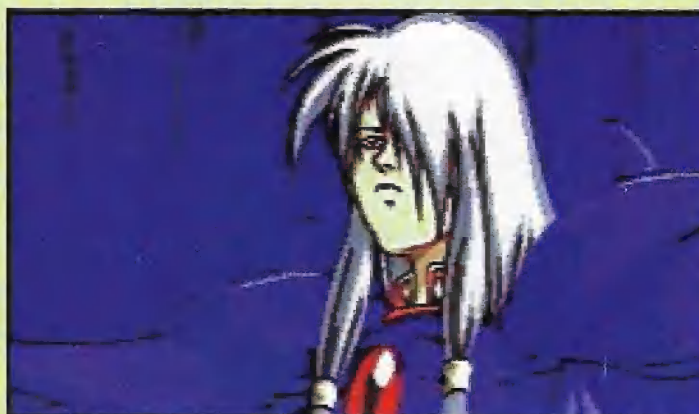
As soon as you see Kazyr appear, shoot him to keep him from attacking.



If Kazyr does attack, stand away from him while these white flames expand around him.

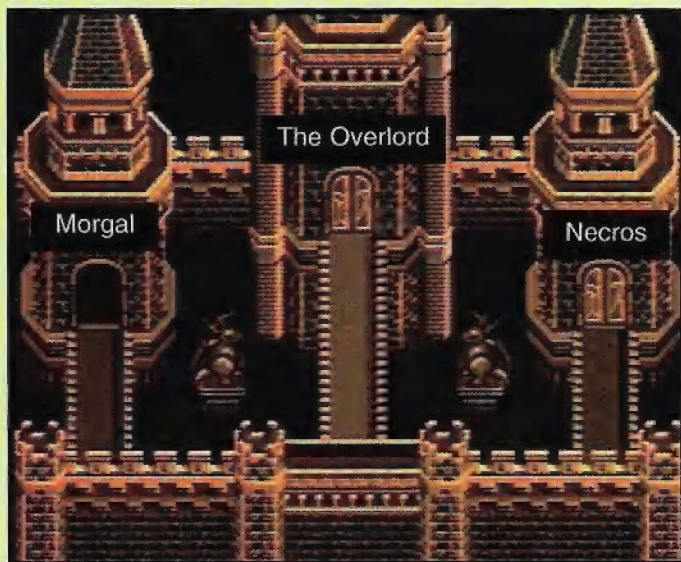


To avoid Kazyr's flame-hawk attack, immediately start walking left or right as soon as he comes down on you. Continue walking left or right while he attacks a second time.



M O R G A L

Hit Points: 100 • Attack Points: 85 • Defense Points: 50 • Gold: 0



After you defeat Kayzr and place the last orb you'll be forced to fight Morgal using Gaw. Morgal will fly back and forth above you occasionally shooting fireballs at you. If you try to shoot her while she's not firing, she'll block it. Wait for her to raise her hands up and fire at you before you try to attack. A good strategy is to guide her back and forth across the room by constantly running to the right and left underneath her. If you're fast enough, you can tap the jump button and shoot at her very quickly to get a shot in before she puts her shield up. If you're about to get hit, use the Amulet to protect yourself.



Wait for Morgal to fire at you before jumping up over her fireballs and shooting at her.



If you try to shoot at her when she's not shooting at you, it'll be repelled by her shield even though it looks as if it's hitting.



Walk towards Morgal to force her to the other side of you. She'll then back off and usually fire at you afterwards.



N E C R O S

Hit Points: 100 • Attack Points: 85 • Defense Points: 50 • Gold: 0

The second boss you must fight is Necros. You'll be forced to use Tatt to fight this boss. Necros will attack you two different ways. When you first approach Necros he'll disappear. About a second later he'll reappear in the spot you were standing at when he disappeared. Make sure you move to another spot as soon as he disappears so he doesn't reappear below you. Once he reappears in front of you, he'll throw a large white projectile. Wait for him to lift his hand and

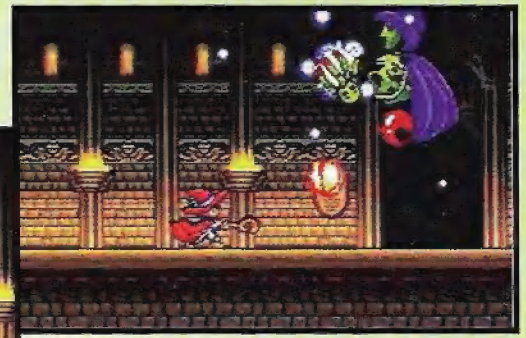
use your Aura Cane to guide a shot to hit the red orb Necros is floating on. Do not jump when you shoot or you'll risk getting hit by his projectile — simply shoot and press the up button to guide your shot. As soon as he throws his projectile, retreat to the left a bit. Necros will disappear again and try to reappear on you. Make sure you move out of his way and get ready to fire at his red orb again. Repeat the pattern until Necros is finally finished.



After Necros throws his fireball, move to the right to avoid it. He'll then disappear.



As soon as Necros disappears, walk over a few steps — he should reappear beneath where you were standing.



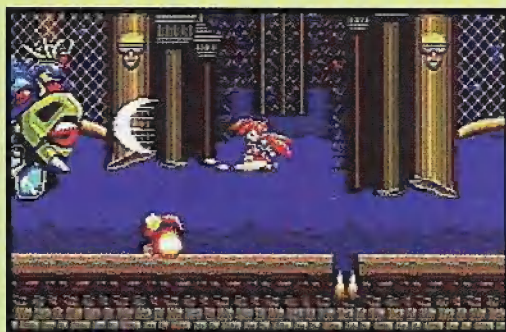
Right before Necros shoots at you, fire at him by pressing up and the fire button to guide your fireball into the red orb Necros floats on.

T H E O V E R L O R D

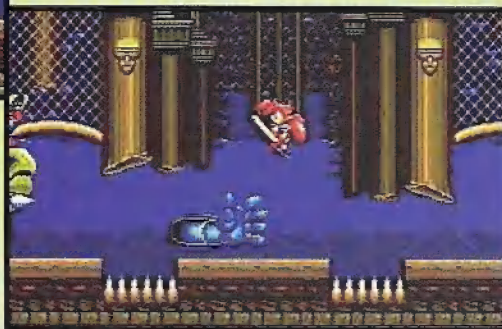
Hit Points: 100 • Attack Points: 85 • Defense Points: 50 • Gold: 0

Finally, you've ended up at Mail's destiny — The Overlord. The strategy to beat this boss is one of the hardest to explain in text. Pay attention to the pictures and captions to help fully understand what we're talking about. As you approach The Overlord, you'll find him hovering above. He'll eventually move back and shoot out a white projectile. When this projectile hits the ground it'll destroy the brick and uncover some spikes. You'll be able to walk over uncovered spikes as long as there are no more than two in a row. Immediately after shooting the projectile, The Overlord will shoot a hand out at you. Stand still and wait for this hand to come right in front of you, then jump right over it. The only time you can damage The Overlord is when he reveals his red orb. This only happens when he shoots a projectile. One of the keys to

beating The Overlord is to stay within a small area and don't walk around a bunch. After The Overlord shoots his hand at you, he'll start floating towards you. As soon as the front of his body lines up with the front of yours, move to the other side of him. This should force him back to the other end of the screen. He'll then shoot another projectile at you, giving you the chance to fire at him. Again, he'll fire his hand at you then start floating towards you again. When he gets close, walk under him and back to the spot you first started at. Keep following this pattern. If done right, you won't have a problem with him blowing up all the bricks in the floor. If all else fails, use some stone shoes or an amulet to help you along. Each hit only takes off three hit points, so it's important you make each hit count. Beat this boss and you're done with the game!



Wait for The Overlord to reveal his red orb then shoot at it. The Overlord will time his shots evenly, so learn to time your attacks as soon as he opens his red orb.



After he reveals his orb, he'll shoot his fist at you. Stand still until the hand gets right in front of you then jump straight up in the air to avoid it.



The Overlord will then float towards you. As soon as the front part of him gets even with you, run underneath him to force him to the other side of you. Try to move as little as possible to keep The Overlord from blowing the floor.

THE END

Once you have defeated The Overlord, the ending animations and credits will appear. Wait for the entire ending and credits to play through. When "THE END" appears on the screen, wait approximately two minutes. After that time a new screen will appear showing the time it took for you to finish the game. You will be given a rating depending on how long it took you to

finish the game. If you finish under 5 hours, you will be given a gold rating and will be allowed to hear 9 different outtakes from the voice recordings for Popful Mail. If you finish under 6 hours you will be allowed to hear 6 outtakes, and if you finish under 8 hours, you will be allowed to hear only 3 outtakes. This gives a little extra incentive to play the game again.



INTERVIEW

WITH VICTOR IRELAND

One thing you quickly find out about the video game industry is that very few of the movers, shakers, wheelers, and dealers actually *play* video games. Victor Ireland is a welcome exception. He's a game player who knows what other game players want, and he listens to them by importing the best games the Japanese market has to offer.

Ireland's company, Working Designs, was one of the very few third-party companies to support the NEC TurboGrafx-16 (and the TTI Duo), and quickly built a loyal following of gamers with their brilliant translations of popular Japanese games: *Cadash*, *Cosmic Fantasy 2*, *Exile*, and *Vasteel*. Working Designs headed into the Sega CD market with *Lunar: The Silver Star*, which is one of the most successful Sega CD games to date. They followed up with the sleeper *Vay*, which got a bit lost in the by-then-overcrowded Sega CD market. The fans said they wanted *Popful Mail*, so Ireland brought it over, too.

The first half of this interview was conducted in November 1993, when we called up Ireland and talked with him about as many topics as we could squeeze into an hour-long phone call. (This half of the interview was originally published in *Lunar: The Official Strategy Guide*.) In March 1995, we went high-tech and e-mailed Ireland a group of new questions to update the interview, asking about *Popful Mail* and the future plans of Working Designs.

Zach Meston: How long have you been playing video games?

Victor Ireland: Since I was old enough to move a joystick. *Pong* game out when I was just big enough to get my head over the bottom of the console. Video games came on just as I was old enough to catch up with them, and I've been riding them ever since.

ZM: Do you think of yourself as a good game player?

VI: I'm not as good as I used to be. I think age is taking its toll. When *Defender* came out, I could roll it over [score so many points that the counter "rolled over" to zero]. I went and played it recently, and I totally sucked.

ZM: What are your favorite video games of all time?

VI: *Defender* is right up there. *Asteroids* was really popular, but I never got into it. *Mappy* was good. I liked *Xevious* a lot. I loved *Crazy Climber*. There's a version of that for the Atari 2600 you can get somewhere. The programmer did an illegal function call that jumped into an interrupt it wasn't supposed to, so the game wouldn't work on about 20% of the 2600s on the market. The programmer got mad at whoever he was working for, so he took the programming code and left the company. Atari had the compiled code, but no way to decompile it, so they couldn't fix the problem. They ended up producing the carts and dumping them. They lost a ton of money.

ZM: How did you get involved with Working Designs?

VI: Working Designs was originally formed to create computer accounting software for the transportation industry. Then the programmer doing the software died. I knew the programmer, and I was around, so I got recommended for the job. They hired me and I finished up the software, which took a few years.

By 1989, things were running smoothly. I was writing for VideoGames & Computer Entertainment [now known as VideoGames], I had lots of Japanese connections, and thought "Wouldn't it be nice to bring out great PC Engine games?" I talked to Sylvia [Schmitt, president of Working Designs] and formed a partnership. The transportation software was running itself by now, so we left it behind and went into game software.

[The following text is the e-mail half of the interview, made possible through the miracle of the CompuServe network.]

J. Douglas Arnold: Can you give us any insight into what the name "Popful Mail" means? Is there any other translation you've heard?

Victor Ireland: We were told that it was simply the name the original design team came up with for the main character. Since it's phonetic, it could also be rendered "Popple Mail," but we liked the way "Popful" looked as opposed to "Popple," so that's what we ran with. Because of the way the main character is drawn, we joked during the recording sessions that her name was what it was because her mail (armor) was "popping full." But it was just a joke. Heh heh.

JDA: When was *Popful Mail* originally released in Japan, and how did it do?

VI: *Popful Mail* was originally released around May of 1994. It did well, especially considering the deadness of the Mega-CD market in Japan. It hit the top ten lists for several months in a row. Since it's a game programmed by Falcom originally, of course it has a higher profile than just any action/RPG. That's one of the reasons we wanted it. We're *big* fans of Falcom.

JDA: *Popful Mail* seems to have more voices in it than other Working Designs games. How long did it take to record all of those voices?

VI: The game has 39 speaking parts, although a few are just one- or two-liners. Recording started in August 1994 and finished about the first week in December, although most of December was spent on miscellaneous things that were overlooked or fixups to clarify certain scenes. So, we were recording for four months, twice as long as any other project we've done. We had two directors going, too (myself and Dean Williams). For a while there, we were going 12 to 16 hours a day between the two shifts. All that for 2.5 hours of in-game dialogue, and 20 minutes of anime!

Part of the reason it takes so long is that I'm a perfectionist. We may do 20, 30, 40 or more takes of a single line. Sometimes, we took over 50 to get just the right feeling. Quite a bit of the humor evolved in the studio, so we'd play a scene a certain way and record it, then decide it could be better if we tweaked this or that. It's the tweaking that eats the time, but the result was worth the effort.

JDA: How close is the story in *Popful Mail* to the Japanese version? Was any of it lost in the translation?

VI: The Japanese version was pretty dull, dialogue-wise. The basic story elements in our version are the same, but some of the plot points are fixed up (the Kazyr/Orbs/Mumbles scenario). And, the dialogue is substantially funnier in our version. Because of the light tone of the game, we went all-out on humor. We'll have to reign ourselves back in a bit for *Lunar: Eternal Blue*.

JDA: How many more games will Working Designs be making for the Sega CD?

VI: *Lunar: Eternal Blue* is our last scheduled product for the Sega CD, so I guess the answer is one. But talk about going out with a bang! Oh baby, this game is h-o-t HOT! It's really going to blow some people away!

JDA: Does Working Designs plan on porting any of their Sega CD titles to other CD systems?

VI: All of our conversions pretty much stay on the system they were originally programmed on. We're not looking to port any of our stuff to, say, 3DO.

JDA: Which next generation system do you see as becoming the next big gaming platform?

VI: That's a tough question. I think it'll definitely be between Sega and Sony. We're going to try to support both of them with great RPGs. Because Nintendo is sticking to carts, they're out of the running, especially if they're CD-less at \$250 and Sony comes in at the rumored \$299 *with* a CD drive. It'll be fun to see what happens, and know that we'll be playing the latest Japanese games looking for hot stuff to port over!

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